

THE RANGERS AT POINTE DU HOC

CROWBAR!



FLYING PIG
GAMES

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THE RANGERS AT POINTE DU HOC

CROWBAR!

June 6, 1944 - 7:09 am

A commanding voice shouts "Crowbar!" from the carefully monitored radios of Ranger Flotilla headquarters aboard the LSI command ship St. James. With that signal, the 225 men of Dog, Easy and Fox Companies of Force "A" of the 2nd Ranger Battalion launched one of the most incredible and seemingly impossible assaults of military history.

Tasked with landing on the beaches of Normandy, France and scaling the towering 100-foot cliffs at Pointe Du Hoc in the face of determined German defenders, the Rangers were the only force that could possibly meet this challenge. Despite initially heading in the wrong direction and landing in jumbled order, the elite Rangers were eager to begin their ascent. Their mission was to find and destroy the six huge 150mm artillery pieces that were deployed in the area. These guns had to be neutralized lest they rain down a massive barrage on the American forces landing at nearby Omaha Beach. And if that wasn't enough, the Rangers were also ordered to set up roadblocks on the Vierville-Grandcamp highway to delay and harass any Wehrmacht reinforcements from reaching and counterattacking the D-Day landings.

The Ranger battalion climbed the massive heights against stiff resistance and advanced inland, suffering severe casualties in the process. They took many of the German positions, but no guns were to be found. The Rangers then fought off vicious counterattacks, launched by the German 726th and 914th Grenadier Regiments, and were nearly pushed back into the sea. But under the inspired leadership of Lt. Col. James Earl Rudder, the Rangers held on and eventually found and destroyed the concealed guns and established the needed roadblocks. Bravery and perseverance won the day for the Rangers as they completed another successful chapter in their glorious history.

Crowbar! The Rangers at Pointe Du Hoc is a solitaire wargame which abstractly simulates the ebb, flow and risk of the Pointe du Hoc assault, with you playing the attacking Rangers. The game system traces its parentage to the

popular "In Magnificent Style" game and mirrors its speed of play, tough decision-making and heart-pounding push-your-luck excitement. But Crowbar! has been updated to allow for an even smoother gameplay experience. Your goal is to meet your various objectives as quickly as possible, before the German defenders can dig in even deeper and before they can organize effective counterattacks. Ultimate success or failure in the game is measured by how well you do as compared to the actual heroic accomplishments of the Rangers on that historic day. Are you up to the challenge?



Game Components:

- 252 – 1" counters
- 1 – 22" x 34" map
- 18 – Event Cards
- 4 – Custom Movement Dice
- 10 – Six-sided Combat Dice (five in each color)
- 1 – Game Tracks Card
- 1 – Player Aid Card
- 1 – Rulebook



A) COMPONENTS

1) MAP

The game map encompasses the general area of the battle, stretching from just off-shore of the Pointe Du Hoc beaches to a few hundred yards north of the Vierville-Grandcamp highway. This representation is an abstracted view of the historical battlefield, with some adjustments made to accommodate game play. The map has a square grid laid over it to regulate movement, combat and events. This grid is divided into **Spaces**, **Areas** and **Zones**. Each feature is detailed as follows:

a. Space: There are 180 square spaces on the map and these make up the map grid. Spaces are the basic delineations on the map into which units are placed and also used in determining how far units are from one another, where some game effects occur, etc. Units are considered to be “adjacent” to one another if the space they are in touches the side or corner of another space (so spaces that are diagonal to one another are also adjacent), unless otherwise stated for specific situations (ex: the Cliff Side space).

b. Column: There are twelve columns that channel movement up and down the map. Each Ranger unit in the game will have an assigned column through which it travels during the course of game play. **Only one Ranger unit can be in each of the columns at any one time.** German units may setup in a given column or will appear in a column during the game. These units likewise must remain in their column once assigned to one but more than one German unit can be located in the same column.

c. Row: There are sixteen rows on the map and these are labeled from “Start” to “Row 15” and measure the depth of the map. Units move up and down their columns by entering the space in the next row. Units are never placed before the “Start” space or after “Row 15”.

d. Area: There are nine Areas on the map, labeled with letters from “A” though “I”. Each area is a **square block of spaces**. Areas “A”, “B” and “C” have only 12 spaces in them while the other Areas all have 16 spaces. Areas are referred to on some of the Event Chits descriptions and usually represent bombardment or interdiction areas.

e. Company Operational Zone: Each of the three Ranger Companies (*Dog*, *Easy* and *Fox*) has an assigned zone, with each zone being four columns across. *Easy Company* occupies the left-most four columns, *Dog Company* the middle four and *Fox Company* the right-most four columns. These zones identify the units and operating area for each Company, which is relevant to the playing and winning of the game.

f. Movement Zone: Each row is contained within a particular Movement Zone, which identifies the basic type of terrain prevalent in those rows. When units conduct voluntary movement, the player will often need to reference the Movement Zone rules for the row in which the unit begins its current move. This will determine what happens to the unit and what it can do. The three Movements Zones consist of the following Rows:

- **Sea Zone** = Start -> Sea 3
- **Beach Zone** = Beach 4
- **Inland Zone** = Cliff Top 5 -> Row 15



g. Compass Direction: The Rangers enter from the North side of the map, heading towards the South side. The East side is the left side of the map (looking from the player's perspective) and the West side is the right side.

h. Terrain: There are a number of different terrain features depicted on the map and each can have a specific effect on game play.

- **Sea** – water spaces on which Ranger units must be “carried” by LCA units. These are also considered to be “clear” spaces.
- **Start** – the space in which all LCA units begin the game. This space is also treated as a Sea space for all other purposes.
- **Clear** – a space in which no terrain exists.
- **Beach** – sandy coastline space. The entire Beach 4 row contains Beach spaces.
- **Cliff Top** – the top edge of the Pointe Du Hoc cliffs. The entire Cliff Top 5 row contains Cliff Top spaces.
- **Road** – the small roads that run past the farms, etc. are represented only for aesthetic/historical purposes and have no game effect.
- **Highway** – represents a section of the Vierville-Grandcamp highway. These spaces have no game effect other than possibly for the placement of German Counterattack units and for establishing Roadblocks.

- Minefield** – these spaces represent the extensive mine belt that existed around the German positions. It has no game effect other than when called for by an Event chit.

- Movement Obstacle Terrain:**

- Cliff Side – this gap is between the Beach 4 row and Cliff Top 5 rows. It is used to represent the sides of the immense Pointe Du Hoc cliffs and must be crossed (climbed) by the Rangers.
- Woods – clumps and copses of thick trees. These spaces slow units down and can impede line-of-sight.
- Barbed Wire border – a number of spaces have sides that show the Barbed Wire graphic. These spaces require more effort to enter than normal spaces.

Collectively, Movement Obstacle Terrain spaces all require the expenditure of additional "Advance" results during normal movement in order to enter the space, cross the gap or traverse the space's side.

- Prepared Cover Terrain (Close Combat Obstacles):**

- Bunker/Command Bunker
- Gun Emplacement
- Casemate
- Barracks
- Buildings (actually farm houses)

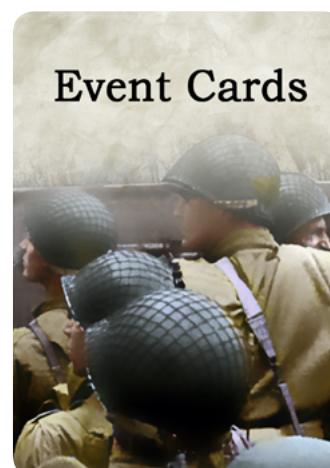
Prepared Cover Terrain spaces represent man-made concrete military structures and farm buildings. These spaces only require additional "Advance" results during normal movement if they are actually occupied by a German unit. Otherwise, they are treated as Clear spaces. In most combat situations, they will benefit the defending unit with an additional Combat die.

and *FLAK* units have two SP numbers. The number to the left of the slash is the SP value to be used when the unit is issuing any type of Fire Combat; the SP value to the right of the slash is used only when the unit is involved in Close Combat.

You may note that the number of figures on each counter also represents the number of Combat Dice that are initially earned when the unit is conducting the Close Combat, Open Fire and Hasty Fire combat actions. This does not apply to the German MG and *FLAK* units however – simply calculate the Combat Dice manually.

3) MARKERS

There are a number of various types of markers that are used throughout the game to indicate unit condition, obstacle locations, track status, etc. These are described in detail in their relevant section of the rules.



4) EVENT CARDS

There are 18 Event Cards in the game and these are used to trigger Time Increments, German Counterattack status and the progress of the Relief Column.

5) GAME TRACKS CARD

The various game tracks needed to keep tabs on the status of various game functions are located on the Game Tracks card. Use the appropriate markers to track the progress of these various conditions.

6) PLAYER AID

A separate player aid is provided for the player to use as a quick reference. After becoming familiar with the game mechanics, you should be able to play the game in its entirety while referring only to this aid.

7) DICE

The game comes with two types of dice.

a. Combat Dice: there are ten six-sided Combat Dice (five of each color) which are used to resolve Open Fire!, Hasty Fire and Close Combat battles. They are also used to generate random numbers for some game mechanics. These are explained in detail in the appropriate rules sections.

b. Movement Dice: there are four Movement Dice, each of a different color and each containing different symbols. These are explained in detail in the Unit Movement rules (H).

2) UNITS

Units consist of Ranger units, LCA units (landing craft) and four types of German units – *HKA*, *Grenadier*, *MG* (MG42 Machineguns) and a *FLAK* gun artillery piece. Each unit's size is represented by the large number on the face of the counter.



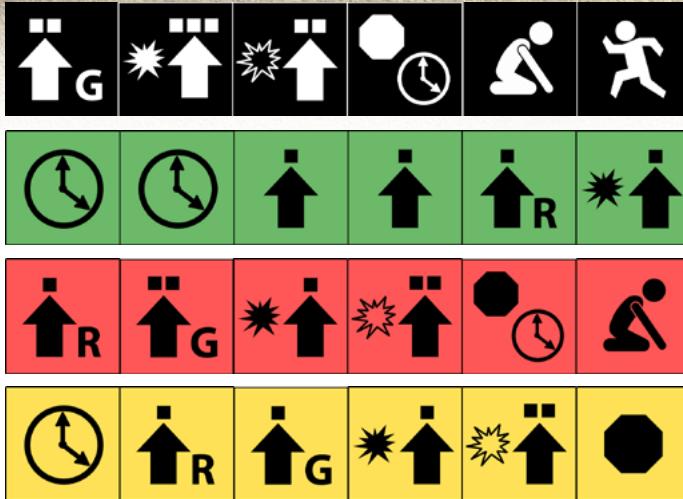
a. LCA units have a normal side and a Damaged side. When the LCA (not the carried Ranger unit) takes a hit, it is flipped over to its "Damaged" side; if already Damaged, it is eliminated from play (along with the carried unit and any markers).



b. Most Rangers units cannot be larger than 10 SP under any circumstances. A **Support Ranger** unit (one that begins stacked with the Support LCA and "Supplies" marker) can never be larger than **6 SP**. As the unit takes hits, its reduced strength is represented by either flipping the counter over to the correct SP value or by replacing the entire counter with one of the proper value and from the same Company.



c. All German units have a full-strength front side and a reduced-strength back side. When a German unit takes a hit, it is flipped to its reduced side. If a German unit is already on its reduced side, it is removed from play and thus is considered eliminated from play. The *German MG*



- An **Arrow** is an Advance and the number of dots above it is the number of spaces you can move.
- A **Filled-in explosion** is 1 Hit; An open Explosion is Variable Hits.
- An "**R**" means pull an Event Chit and refer to the Ranger side; A "**G**" means pull an Event Chit and refer to the German side.
- A **Clock** face means draw an Event Card.
- A **Stop sign** means "Stop Activation" and your unit is frozen and can do nothing else.
- A **Kneeling man** is "Shaken" and a **Running man** is "Routed".

B) SETUP

1. Place "Time Increment" marker in the "1" space of the **Time Increment Track** and the "Day" marker in the "June 6th" box. Place the "**1st German Counterattack**" marker in the "**All Quiet**" box of the German Counterattack Track and the other "**German Counterattack**" marker (showing the 3rd and 4th Counterattack sides) off to the side near the track. Then place the "**Relief Column**" marker in the "**D-Day Invasion Approach**" box of the **Relief Column Track**.
2. Place all **twelve LCA** units, regular and "Supply", onto their assigned "Start" spaces per the game map labels.
3. Stack **the four Commander** markers under their assigned LCA's - Capt. Slater in Dog Company; Capt. Baugh in Easy Company; Capt. Masny in Fox Company and finally Lt. Col Rudder with the "Support" LCA of Easy Company.
4. Stack the **three "Supplies"** markers under the "Support" LCA's for each of their assigned Companies.
5. Sort all the **Ranger** units by Company – Dog, Easy and Fox. Then take out **three "10" SP units** and one "6" unit for each Company. For each of the three Companies, stack a "10" unit under the three regular LCA's and the "6" under the "Support" LCA.
6. Then finally place each of the **twelve "Rally Point"** markers behind the "Start" space of each column with the "Rally Point" side face up.

OPTION: In order to gain more control of the specific deployment of the invasion force, you may choose to setup the LCA and attached Ranger/Commander units as you see fit – but still within their historical Company Operational Zones.

7. Place the remaining Rangers units, sorted by Company, close by as they will be substituted in as Rangers units take Hits to indicate their new SP value.

8. Deploy the **German** units on the map as follows, all with their **full-strength** sides face up:

a. Place the **Command Bunker** German Infantry unit in the *Command Bunker* space.

b. Take the **fourteen HKA Regt 1260** German Infantry units, mix them up, and randomly place eleven of them into each *Gun Emplacement*, *Building*, *Bunker* and *Barracks* space. Then randomly place one unit in each of the two "triple" *Possible Gun Location* spaces in the southwestern corner of the map (Rows 14 and 15). The one remaining HKA unit is removed from the game.

c. Take the **eight German MG** units, mix them up, and randomly place one in each of the five MG spaces. The remaining three **MG** units are placed with the German **Grenadier** units and will enter later in the game.

d. Place the German **FLAK** unit in the FLAK space.

e. Take the **twenty "Possible Gun Location?"** markers, mix them up with their "?" side face-up (so you don't know what they actually represent), and then randomly place one such marker per white "deployment star" (*) in each of the indicated spaces. Note that the *Gun Emplacement* spaces each get **two markers** and the two special spaces in the southwestern corner of the map (Rows 14 and 15) each get **three markers**.

Historical Note: These last two spaces represent the actual location at which where the Rangers found (and subsequently destroyed) four of the "missing" guns. They had been limbered up and transported from their regular gun positions and hidden here to help protect them from air attacks.

9. **Operation Flashlamp:** Mix up all **twenty-four "Incoming Fire!"** markers, with their **common** side showing (the side that is labeled "-1 SP"), and place them in a pile to the side of the map. Then roll one Combat Die and add "+10" to the rolled number. Randomly draw this total number of markers and place them (still showing only the common side) in any spaces on the map that you wish, **but a maximum of two such markers can be placed per space**. "Incoming Fire!" markers remain face-down until revealed.

Historical Note: *Operation Flashlamp* was the concentrated Allied bomber campaign launched before D-Day to neutralize and destroy the German defenses in the Pointe du Hoc area. Over 150 American B-17's, British Lancaster bombers and Mosquito fighter-bombers took part in the raids. Pointe Du Hoc was the most heavily bombed site in Normandy prior to the D-Day landings.

10. **Bomb Damage Assessment:** For **each Cliff Top 5** space (only) with at least **one "Incoming Fire!"** marker, *immediately* reveal (flip over) one marker. If a space has two markers, flip only the one of your choice – the second remains face down and unrevealed. Apply the indicated result immediately (see rule N). In addition, if the marker indicates a "Critical Hit" (see N-3) then also place a "Firm Hold" marker across the adjacent Cliff Side border of that space. This represents the collapse of the cliff side, making climbing the heights much easier.

Historical Note: This actually occurred in Dog Company's zone and the top of the resulting "debris bridge" was utilized by Lt. Col. Rudder to establish the position for his operational headquarters.

11. Prepare the **Event Card draw** pile by shuffling up the **eighteen Event Cards** and placing them in a face-down Draw Pile. *Immediately* draw the top card and place it *face-down* to start the Discard Pile (this card is essentially “burned” until the next shuffle is conducted).
12. Prepare the Event Chit cup by placing all **32 Event Chits** in the cup.
13. Place all remaining units and markers within easy reach.

C) PRE-GAME INVASION APPROACH

Before normal play begins, you will do one special phase which represents the initial invasion force approaching the coastline from their “start” positions. This is a one-time phase and the Movement Dice will have special bonuses that do not apply during the normal game.

1. Select any one of the three Companies and roll all four Movement Dice simultaneously.
2. Assign one rolled die to each of the four LCA units by placing the die behind the associated unit.
3. Resolve the die for each LCA in any order that you wish. Note that the Movement Dice for this special Invasion Approach Phase only are read differently than they will be read later on during a normal activation.
4. The Invasion Approach Movement Dice are applied to each assigned unit as follows:
 - **No Effect / Draw Event Card** = move **1 Sea space**
 - **Advance 1** = move **3 Sea spaces**
 - **Advance 2** = move **3 Sea spaces** and enter **Beach 4** space
 - **Advance 3** = move **3 Sea spaces** and enter **Beach 4** space
 - **1 Hit** = reduce Ranger unit’s strength by **1 SP**
 - **Variable Hits** = reduce Ranger unit’s strength by **2 SP**
 - **Ranger/German Chit** = no effect (no chit is drawn)
 - **Stop Activation** = move **1 Sea space**
 - **Stop Activation / Draw Event Card** = move **1 Sea space**
 - **Shaken** = move **1 Sea space** & Ranger unit given “Shaken” marker
 - **Routed** = no move & Ranger unit given “Shaken” marker

Note that no Event Cards or Chits are drawn during this special phase!

5. After applying these results as indicated, select another Company that has not yet been activated for this phase and conduct the same procedure.
6. When all three Companies have acted in the Invasion Approach Phase, regular play begins (see Sequence of Play).

Note again that the Movement Dice from this point forward will be read normally, as indicated in section G-7.

Invasion Approach Example: You pick “Dog” Company to activate during the Pre-Game Invasion phase and roll all four Movement Dice, with results as follows: Green = No Effect/Draw Event Card; Yellow = 1 Hit/Advance 1; Red = Advance 2/

German Chit and Black = Shaken. You decide you want the left side of the company to advance in good order and establish a beach head with the Supply LCA getting the worst result to bring up the rear. So you assign the Red die to the LCA 860 unit (it moves 3 Sea spaces and lands the Ranger unit and Slater on the Beach 4 space, also immediately conducting a J-Projector Launch attempt. Note that a German chit is not drawn); the Yellow die to the LCA 858 unit (the Ranger unit is flipped over for the one Hit and it is then moved 3 Sea spaces); the Green die to the LCA 868 unit (the unit is moved 1 Sea space) and finally the Black die is assigned to the Support LCA (it is given a “Shaken” marker and moved 1 Sea space).

D) SEQUENCE OF PLAY

A **Player Turn** consists of the player **activating all twelve Ranger units**. Note that each Player Turn can actually be made up of a **variable number of Time Increments** (see H). Every Player Turn is conducted as follows:

1. Select **one** of the three **Companies** (Easy, Dog or Fox) to activate that has not already been activated this Player Turn. You must finish activating **all units** of the selected Company before choosing another Company to activate.
2. Pick one **Ranger or LCA** unit of the selected Company to activate that has not already been activated this Player Turn.
3. You may immediately decide to **Consolidate** (G-4) the unit (if eligible) **before rolling any Movement Dice this activation**. No dice are rolled, the Consolidation is performed and the unit’s activation is then over for the Player Turn. Flip its assigned “Rally Point” marker to “Activated”.
4. If no Consolidation is performed, **the player must Press Forward and rolls one Movement Die**. Consult the appropriate Zone procedure (**Sea Zone**, **Beach Zone** or **Inland Zone**). Apply the indicated results per the die roll.
5. After conducting all mandated/allowed activities per the rolled results, you may continue to roll (Press Forward) or **Consolidate**, if allowed by the result. If the dice result indicated a **Stop Activation**, you **must halt** the unit’s activation in its current location and condition and flip its “Rally Point” marker to “Activated”. You may not **Consolidate** or Press Forward after a **Stop Activation** roll.

Note that in this case, it’s too late to perform a Consolidation and the unit is essentially stuck in its current condition and position!

6. Once **all units** of the **selected Company** have been activated, the player chooses a different un-activated Company to now activate.
7. Each unit’s activation can possibly be interrupted by Event Chit and Event Card effects. In each case, conduct the new activity to conclusion and then continue with the unit’s activation from where it left off (if possible).
8. Once **all units on the map have been activated**, the Player Turn ends. Then conduct the following final steps:
 - Move the “**Time Increment**” marker up one space automatically (this is in addition to any adjustments mandated by Event Cards);
 - Flip all the “**Rally Point**” markers back over their “Rally Point” sides;
 - Flip any used “**Supplies**” markers back over to their front “Available” side;

- If the **Battalion Commander** is still not used, you may move the "Relief Column" marker up **one space**;
- Flip all **Commander** markers back over to their front "Available" sides;
- If desired, re-attach **Commander** markers to any eligible unit;
- Remove "Pinned" markers from German units (not **Ranger** units);
- Start a new **Player Turn**.

E) SEA ZONE PROCEDURES

Important Note! You will have very little direct influence on the progress and fate of the LCA units while on the water. They are subject to incoming fire, sea conditions and the skill of their piloting British sailors. Just have your men keep their heads down and pray.

1. The **Sea Zone** consists of the following four Rows:

Start -> Sea 1 -> Sea 2 -> Sea 3.

2. If the activating LCA unit is **beginning** its move in a **Start** or **Sea** Row space, use the normal Movement Dice procedure (G-7), except that the **Consolidation** option is **not available**. You **must** Press Forward and keep rolling the Movement Dice (if possible) until one of the following occurs:
 - A **Stop Activation** result is achieved. Flip the unit's "Rally Point" marker to "Activated" and leave the marker where it is. The unit's activation is finished.
 - The **Beach 4** space is entered successfully. Place the carried **Ranger** unit and any attached markers in the **Beach 4** space. Then immediately conduct a **J-Projector Launch** attempt (see E-4) and apply the result. Then remove the LCA unit from the game (regardless of result).
 - The LCA and/or carried Ranger unit is **destroyed** by losing all its SPs. In either case, both units are eliminated from the game as is any attached marker.

Note that you will then have to utilize the **Redeploy** Special Action (K-5) at some point if you want a Ranger unit to appear in that now empty column. This applies to all cases of Ranger unit elimination.

3. **Applying Sea Zone Results:** Apply all results from the rolled Movement Dice normally, except as follows:
 - a. Normal Hit results received by the LCA stack are applied only **against the carried Ranger unit**.
 - b. If a **Variable Hits** result (G-7c) is rolled and the LCA is in the "**Start**" or **Sea 1** row, it takes **1 Hit** against the carried **Ranger** unit. However, if the LCA is in either the **Sea 2** or **Sea 3** row, then the Hit **must be assessed against the LCA unit**. The **first Hit** on an LCA flips the unit over to its "Damaged" side. A **second Hit** against an LCA unit will sink it and **eliminate it** from the game, along with the carried Ranger unit (regardless of its SP value) and any carried markers.
 - c. If a **Rout** result (G-7i) is rolled and the active LCA is not "Shaken", then it will get a "Shaken" marker and it must stop its activation. If the LCA is already "Shaken", then it keeps the marker, is moved back to its "Start" space and then apply a **Stop Activation** result.

Note: the **Rout** result at sea indicates trouble with the handling of the LCA itself. The boat is considered to have gotten lost, had mechanical failure or has been otherwise waylaid on its way to the beaches.

4. **J-Projector Launch:** When an un-Damaged LCA unit reaches the **Beach 4** space, it immediately attempts a **J-Projector Launch**. LCA's on their "Damaged" side may not attempt a launch. Simply roll two Combat dice, add them together and apply the result as follows:

2 to 8 = No Hold

9 to 11 = Shaky Hold

12 = Firm Hold

If a "No Hold" is achieved, there is no additional effect. If either a "Shaky Hold" or "Firm Hold" result is achieved, place the appropriate "Firm Hold" or "Shaky Hold" marker between the **Beach 4** space and the connected **Cliff Top 5** space (on the map's Cliff graphic gap) in the same column as the LCA. Regardless of which result is achieved, **remove the LCA unit from the game**.

Note that you can later have a Ranger unit try to upgrade the achieved marker (if any) with a **Grappling Attempt** action (K-2). Should a "Firm Hold" be established, there is no need for further attempts.

Historical Note: J-Projectors were rocket-propelled launchers that were mounted in the LCA's for the purpose of shooting a grappling hook and rope to the top of the cliffs for the Rangers to then climb. They turned out not to be very effective, with the ropes becoming waterlogged on the trip to the beaches and very few grappling hooks actually being successfully deployed via these launchers.

Sea Zone Example: Continuing the example above, "Dog" Company's Support LCA is in the Sea 1 space with a "Shaken" marker. During your turn, you are conducting activations for "Dog" Company and decide to activate this unit. You may not Consolidate in the Sea Zone so you decide to roll the Green die first, wanting to gradually bring the unit in with as little risk as possible. The die is rolled and you get "No Effect/Draw Event Card". You curse a little as the unit will not move but you flip the top Event Card, and it shows a "1 Timing Increment" result. You adjust that track accordingly and then you must roll another die (i.e., you must Press Forward). You choose the Yellow die and roll "Variable Hits/Advance 2". Because the unit is in the Sea 1 space, the Ranger unit is Hit and flipped over to its "5" side. If the LCA was in the Sea 2 or Sea 3 space, the LCA itself would have been hit and damaged. Instead, the LCA is moved to the Sea 3 space. You must keep rolling and opt for the Red die, which is thrown and results in a "Stop Activation/Draw Event Card" result. The LCA must halt in its current space and its activation is over. Also, another Event card must be drawn and resolved. You then move onto activating another unit.

F) BEACH ZONE PROCEDURES

1. The **Beach Zone** consists only of the **Beach 4** Row.
2. A **Ranger** unit **beginning** its move on the **Beach 4** space must be able to "climb" the Pointe Du Hoc cliffs in order to enter the **Cliff Top 5** space. This is often dependent on the quality of the Hold marker (if any) deployed between the two spaces. Use the normal Movement Dice procedure (G-7), except that the **Consolidation** option is **not available**. You **must** Press Forward and keep rolling the Movement Dice until one of the following occurs:



- A **Stop Activation** result is achieved. Flip the unit's *Rally Point* marker to "Activated" and leave the marker where it is. The unit's activation is finished.
- The **Cliff Top 5** space is entered successfully (see below).
- The **Ranger** unit is **destroyed** by losing all its SPs. The unit is eliminated from the game.
- You've rolled **all four Movement Dice** without being forced to stop. In this case, apply the normal **Exhausted Activations** (G-9) procedures.

3. Applying Beach Results: Apply all results from the rolled Movement Dice normally, except as follows:

- a. If a **Variable Hits** result (G-7c), apply **2 Hits** on the Ranger unit, regardless of situation.
- b. If a **Rout** result (G-7i) is rolled on a **Ranger** unit that is **not already Shaken**, place a "Shaken" marker on the unit and then apply a **Stop Activation** result. If the unit is already Shaken, it keeps the marker, gets 1 Hit and then applies a **Stop Activation** result.

4. Climbing the Cliffs: The **Ranger** units must be able to "climb" the cliffs in order to successfully move forward. In order to do so, the unit needs to achieve one of the following Movement Dice results, depending on the status of any "Hold" marker between it and the **Cliff Top 5** space:

- The unit needs a total of **three Advances** if there is no "Hold" marker at all between the spaces;
- The unit needs a total of **two Advances** if there is a "**Shaky Hold**" marker between the spaces;
- The unit needs just **one Advance** if there is a "**Firm Hold**" marker between the spaces.

Important: Note that Advance results can be "saved" with each die roll so the unit can accumulate them in order to achieve the necessary total results to be able to move forward.

- If an adequate number of Advance results is achieved, the unit may proceed from the **Beach 4** space to the **Cliff Top 5** space normally.

5. Ranger Grappling: Ranger units can attempt a **Grappling** die roll only when in a **Beach 4** space and there is *no Hold* marker or "**Shaky Hold**" marker connecting its space to the adjacent **Cliff Top 5** space. See the **Grappling Attempt** Special Action (K-2) for details.

Historical Note: Ranger units were equipped with portable grappling hooks and ropes, including some small 1-inch rockets that could fire a hook to the top of the cliffs. These proved to be far more successful than the larger J-Projector launchings.

6. Successful Climb: If a unit successfully moves to the **Cliff Top 5** space, remove that Column's *Hold* marker and place it back in the available marker pile. Also, as soon as a unit successfully enters the **Cliff Top 5** space, *and before it does anything else*, freely place the unit's *Rally Point* marker in that space with the unit ("Rally Point" side face up).

Beach Zone Example: Continuing the example above, "Dog" Company's LCA 860 has successfully landed its Ranger unit (and the Slater marker) onto the Beach 4 space. Its J-Projector launch attempt was a failure (you rolled a "3") so there is *no Hold* marker in the Cliff Side area. You select the Ranger unit for activation

and decide that you don't want to roll a lot of dice before earning the necessary number of arrows to climb that cliff – you'd rather take a gamble and get it done in one roll and thereby hopefully minimizing casualties. So you elect to roll the black die as your first die and you achieve a "Variable Hits/Advance 2" result. Because the Ranger unit is on a Beach 4 space, the number of hits inflicted is two and the "10" Ranger unit is replaced with an "8" Ranger unit. You also decided to save the two Advances and so you turn the die 180 degrees to indicate that fact. You cannot Consolidate on the beach so you then roll the red die and get a "1 Hit / Advance 1" result. You flip the Ranger unit to its "7" side but because this is the third "Advance" result you can also move into the adjacent Cliff Top 5 space (even without any "Hold" marker). You immediately place the "Rally Point" marker into the space with the Ranger unit. For what you do next, see the Inland Zone example below

G) INLAND ZONE PROCEDURES

1. The **Inland Zone** consists of the remaining eleven Rows: **Cliff Top 5 -> Row 15**
2. A Ranger unit **beginning** its move in any **Inland Zone** space uses the standard Movement Dice procedure (see below). The player keeps rolling the dice until one of the following occurs:
 - a. You choose to **Consolidate**. This may only be done before any one Movement Die roll of the current activation (including at the start of the activation before the unit makes any die roll) and as long as the previous die roll (if any) of this activation was not a **Stop Activation** result.
 - b. A **Stop Activation** result occurs.
 - c. The unit is **destroyed** by losing all its SPs – remove it from the game.
 - d. You've rolled all four Movement Dice without electing to Consolidate or being forced to stop. In this case, apply the normal **Exhausted Activations** (G-9) procedures.
3. **The Movement Dice Procedure:** Before the current active unit's activation begins, the player first chooses whether to **Consolidate** or **Press Forward**. If Consolidate is chosen, simply perform the Consolidate action (see G-4) and then the unit is done with its current activation. If Press Forward is chosen (see G-5), the player decides which one of the eligible Movement Dice he wishes to roll first and then proceeds as detailed in that section.
4. **Consolidate:** If the unit chooses this action, you pick one of the following five options:
 - a. Remove all "Shaken" and "Pinned" markers from the unit or;
 - b. Bring up the unit's *Rally Point* marker to the active unit's space or;
 - c. Recover up to 2 SP if the unit is *already in the same space with its Rally Point* marker or;
 - d. Place the unit **in any space in the unit's current Column** that is not farther advanced than the unit's current space nor farther back than the **Cliff Top 5** space;
 - e. Establish Rudder's HQ: the unit may place the "Rudder's HQ" marker in its space as long as it is not already deployed and the "Lt. Col. Rudder" Commander marker is also on the map (i.e., he is not wounded or killed). If so, place the "Rudder's HQ" marker in the space and it is now active. It cannot be established again unless it is overrun by a German unit.

Note: KIA Casualties - a Ranger unit that is reduced to 8 SP or less can never be rebuilt back to 9 or 10 SP using this method (i.e. it is capped at 8 SP when rebuilding via Consolidation). However, it can be increased to 9 or 10 SP due to other events and/or actions.

Regardless of the choice made, the unit's activation is then finished. Flip the unit's "Rally Point" marker to its "Activated" side.

Note that in most cases the player conducts this move to simply bring the unit's Rally Point marker up to its current space after a successful series of forward moves or to recover some strength. But it can also be used to retire to a safer space in the Column or to a place where it wishes to Transfer SPs to an adjacent Column (see Special Actions).

5. **Press Forward:** If the unit chooses this option, you roll **one Movement die of your choice - but each color can only be rolled once per unit activation.** If a certain colored die was already rolled for the unit this turn, you can't use it again. Choose an eligible Movement Die, roll it and place it face up in the matching colored box of the Movement Dice Activation area. This die cannot now be chosen again this activation. If the rolled die has multiple results, they are each applied individually in the following order:

1. Hits
2. Advances*
3. Close Combat
4. Draw Event Chit
5. Draw Event Card

So for example, a dice roll result of "1 Hit and Advance 1 Space" would have the unit apply the Hit first and then, if it is not eliminated, move one space.

* **Important Exception:** Advance results can be accumulated from die to die under some circumstances. In fact, a multiple Advance die result can be split, with some Advances being used immediately and others being saved. If saved, turn the die 90-degrees on the Activation Track for each saved Advance to indicate that you are accumulating them with possible future Advance results. Once committed in this manner, the Advance result cannot be retroactively used for another purpose!

6. **The Movement Dice:** There are four differently-colored Movement Dice with each having different possible results and each with a varying degree of risk/reward as follows:

- Green** – safe
- Yellow** – normal
- Red** – risky
- Black** – dangerous

7. **Movement Dice Results:** Possible results and how to implement each of them are listed below.

a. **No Effect / Draw Event Card** = nothing happens to the unit with this result. However, you immediately draw the top **Event Card** and apply its effect on the appropriate track (Time Increment, German Counterattack or Relief Column – see rule H).

b. **1 Hit** = reduce active unit's strength by 1 SP. Either flip the Ranger unit over to its weaker side or replace the counter with a new counter showing the proper SP value.

c. **Variable Hits** = Apply **1 Hit** to the unit (as above) **unless there is one or more un-Pinned German units within 2 spaces of the Ranger unit and the German unit has at least 1 SP** (after any modifier).

- If the German unit is a **HKA or Grenadier** unit, the **# of Hits inflicted = $\frac{1}{2}$ the distance in spaces (rounded up)** between the Ranger unit and its **Rally Point**.
- If the German unit is a **MG or FLAK** unit, the **# of Hits inflicted = the actual distance in spaces** between the Ranger unit and its **Rally Point**.

If more than one type of German unit qualifies, use the worst result for the Ranger unit. Note that it does not matter how many different German units qualify for this result. Also note that there is always a minimum of 1 Hit inflicted on the Ranger unit with this result.

d. **Advance 1, 2 or 3** = **after** any Hits are applied, the unit moves one, two or three spaces (forward or backward). However, a unit with a "**Pinned**" marker cannot move – it **must** choose a **Regroup** Special Action (K-2c) only! You may save Advance results instead of using them immediately (for example, because the next space will cost the unit multiple Advances due to an **Obstacle**).

- If there is a regular **Movement Obstacle** in the next space (i.e., **Forest** or **Barbed Wire** side), the unit needs **two Advances** to move into the space.
- If the unit is facing the **Cliff Side** gap **Obstacle**, it needs at least:
 - d.i. **Three Advances** if there is no "Hold" marker present;
 - d.ii. **Two Advances** if there is a "Shaky Hold" marker present;
 - d.iii. **One Advance** if there is a "Firm Hold" marker.
- An attached **Commander** or **Heroic Action** marker can be "used" to reduce the cost of an **Obstacle** move by "**-1 Advance**" (so actions that cost one Advance can be conducted without any cost in movement).
- If the unit wishes to advance into a **Prepared Terrain space** and that space is also **occupied by a German unit**, the space is considered then to be a **Movement Obstacle** and an additional Advance result is needed to enter the space. Note that if the space is not German-occupied, then there is no additional cost in Advances to enter.

For example, if a Ranger unit wishes to move from the Beach 4 space through a "Shaky Hold" marker into the German-occupied Command Bunker space, this will cost the Ranger unit **3 Advances** in order to accomplish.

- If the unit successfully advances into a space with a German unit, a **Close Combat must be fought** and resolved immediately (see section J). If a Close Combat is fought, **the unit loses all accumulated Advance results** up to this point but it may continue its activation after the combat resolution.
- In exchange for a rolled **Advance 1, 2 or 3** result, a unit may instead decide to conduct a **Special Action** (see section K).

e. **Draw Ranger/German Chit** = after resolving any Hits, Advances and Close Combats, draw a chit from the cup and immediately apply its effects as indicated (see section O).



f. Stop Activation = all Movement Dice rolling is halted. Accumulated Advances are lost and cannot be used. The unit is done with its activation in its current location and the unit can do nothing else. Flip the unit's "Rally Point" marker to its "Activated" side. **Do not** remove any "Shaken" marker and **do not** move the unit's "Rally Point" marker.

g. Stop Activation / Draw Event Card = same as **Stop Activation** above but you also draw an **Event Card** after the activation ends.

h. Shaken = this result causes the unit to become **Shaken** - place a "Shaken" marker with the unit. If the unit is already Shaken, it applies a Rout Morale Test result instead (see below). The unit may then continue its activation.

i. Routed = this results causes the unit to **Rout**. Inflict a **number of Hits equal to the distance in spaces between unit and its Rally Point**, with a minimum of 1 Hit. Then give the unit a "Shaken" marker (if it doesn't already have one) and immediately move it to its **Rally Point**. Finally the unit must then **Stop Activation**.

8. Commander & Heroic Action Bonus Re-Rolls: If the moving unit has an attached, unused Commander marker or if there is an unused Commander marker in an adjacent space, the player may re-roll the last Movement Die rolled. The same applies if a Heroic Action marker is attached to the active unit and used. If this option is selected, ignore the result of the rolled Movement Die, flip a Commander marker to its "Used" side or remove the Heroic Action marker and then roll the same die again. This new rolled result must be applied, unless another re-roll option is available.

9. Exhausted Activation: If you roll all four Movement Dice and do not get a Stop Activation result with the last roll (after any eligible re-roll), the unit's activation is exhausted. No further Movement Dice can be rolled, but you may freely remove a "Shaken" marker from the unit (it is essentially confident at accomplishing this successful series of maneuvers). The unit's activation is then concluded.

10.   **Supplies and Rudder's HQ Markers:** These are markers and thus can be stacked with and passed through freely. If the marker's space is entered by a German unit at any time, the marker is immediately removed (the "Supplies" permanently and the "Rudder's HQ" temporarily). "Supplies" markers cannot be moved on their own. They are attached to any one **Ranger** unit and move along with that unit (i.e., they may stack with another unit). They can also be left alone in any space if the player wishes to drop them somewhere. A **Ranger** units can pick up or drop off the marker for free anytime during its normal move. The "Rudder's HQ" marker is never moved once deployed.

11.  **Rally Point Markers:** The "Rally Point" marker acts as each Ranger unit's center of operations. Its location and relative distance is important if the unit gets into trouble. The back side of the marker is also used to indicate if its associated Ranger unit was activated during the turn.

a. The marker remains in the "Start" space of the Column until the moment its assigned Ranger unit *enters* the **Cliff Top 5** space.

b. **At the instant** the Ranger unit moves into the **Cliff Top 5** space, its "Rally Point" marker is *immediately* brought forward into that space as well (even if there's an ongoing Close Combat).

c. The "Rally Point" marker can otherwise be brought forward within its assigned Column when the assigned Ranger unit chooses to **Consolidate**.

d. The marker can never be in front of (i.e., more South of) its assigned Ranger unit. If the Ranger unit moves back past its "Rally Point", the marker is automatically dragged back along with the Ranger unit. However, **it can never be pushed back to the Beach 4 space or to any Sea space** – the **Cliff Top 5** space is the farthest back the marker can be placed.

Inland Zone Example: Continuing the example above, "Dog" Company's Ranger unit is in the **Cliff Top 5** space, having just suffered severe casualties climbing up some ladders and the sides of the Pointe Du Hoc cliffs. You have used the black and red dice already, so they will not be available. You decide to **Press Forward** (you could have elected to **Consolidate** because you are now in the Inland Zone) and you roll the safer green die. The result is "1 Hit / Advance 1" and you replace the "7" Ranger unit with a "6" counter and then move the unit to the adjacent "Row 6" space. You have one die left to roll but decide that the unit has taken enough of a beating. You elect to **Consolidate** and choose to move the unit's "Rally Point" marker up with the unit and this ends its activation.

H) EVENT CARDS

Whenever the player rolls any "**Draw Event Card**" results on the Movement Dice, this requires the drawing of the top Event Card from the Draw Pile. If the Draw Pile is exhausted, shuffle all 18 cards and immediately draw the top card and place it aside **face-down** to start the new Discard Pile (this card is "burned" until the next shuffle). The drawn card will affect the **Time Increment**, **German Counterattack** or **Relief Column** tracks. The associated marker is moved a number of spaces on the relevant track as indicated by the card entry. Some marked spaces on the track record may trigger special actions, as described later.

1.  **Time Increments:** With each **Time Increment** card there is an indication of how far to move the marker on the Time Increment Track (either 1 or 2 spaces). The marker is then moved up the Track (to the next higher-numbered space) as indicated by that entry. This marker measures an abstract amount of time passing during the game and will also determine what time of day it is (Daytime or Nighttime), which

Game Day it is and when the game is over.

- There are three **Game Days** – June 6th, June 7th and June 8th – each consisting of **18 Time Increment** boxes. The "Daytime" portion of a Game Day has 12 Time Increments. June 6th and June 7th both also have a "Nighttime" portion of **6 Time Increment** boxes.

- When the “Time Increment” marker moves past the **last Night space** of each of the first two Days (either *June 6th* or *7th*), also move the “Game Day” marker to the next Game Day box and then continue moving the “Time Increment” marker.
- If there is excess movement due, simply continue the count from box #1 of the *next Game Day*.
- As soon as the “Time Increment” marker enters or passes through the #12 box on *June 8th*, the game is immediately over (note that the game can end earlier due to the **Relief Column** arriving – see below).

2.



German Counterattacks: This track represents the numerous counterattacks that were made by the *German 726th* and *914th* Grenadier Regiments against the Rangers throughout the battle. Each time a **German Counterattack** entry comes up on a card, move the “**German Counterattack**” marker along its Track a number of spaces equal to the value indicated. However, note that if the Rangers control the “**Command Bunker**” space, then the marker is moved fewer spaces (in all cases).

This represents the Rangers disrupting German command and control coordination by eliminating the direction from the officers and equipment located in the Command/Observation Bunker.

Also note that there is a case where the marker can be moved backwards down the track (see section P-6). As soon as the “German Counterattack” marker enters the **last space** of the track (labeled “**Attack Launched!**”), deploy the necessary Counterattack units based on the current Counterattack number (see section P - German Counterattacks). Then flip/replace the current marker with the next-numbered “German Counterattack” marker and place it back onto the first space of the track. There are a total of four possible German Counterattacks that can be launched. After the fourth Counterattack is conducted, ignore all further “Counterattack” card entries.

3.



Relief Column: This track simulates the advance and ultimate arrival of a U.S. Marine/Ranger force moving from nearby Omaha Beach, hopefully rushing to relieve the Rangers at Pointe du Hoc. Each time a **Relief Column** entry comes up on a card, move the “**Relief Column**” marker one space along the track. In some cases, the marker can be moved up an additional space for a very strong Roadblock (see P-7).

If the marker reaches the “**Rangers Relieved!**” space before the “Time Increment” marker hits space #12 on *June 8th*, then the game ends immediately. If the game ends due to the “Relief Column” marker reaching that space, no VP penalty is assessed. If the game ends because time runs out, a VP penalty applies (see Q-7).

UNIT MOVEMENT

Ranger units in **Crowbar!** move by the player rolling one or more Movement Dice. German units are moved by certain Event Chits and by German Counterattacks. Movement Dice will dictate how far the unit can move (if at all) and if anything else happens to the unit due to it exposing itself. Sometimes, the dice can even cause events

to occur on other parts of the battlefield. You will have to decide how far and how hard to push your units as they endure the dangers of the World War Two battle environment. This abstracted “push-your-luck” system is a simple yet effective way of simulating the ebb and flow and unexpected occurrences of a historic battleground.

- Movement Procedure:** Units conduct movement as indicated for the specific Zone they are in (Sea, Beach or Inland) and per the Movement Dice roll results. Each unit moves forward or backward but **must stay within its assigned Column**. If there is an Obstacle before the next space (see below), the unit must achieve a result that allows it to enter an Obstacle space.

2.

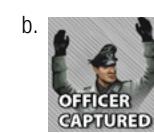


Obstacles: These can affect the ability of a unit to enter a space. Obstacles normally appear on the side of a space or are represented by an Event marker. Movement Obstacle spaces are: *Barbed Wire sides*, *Woods spaces*, the *Cliff Side* area (even with any *Hold* marker) and any space with an *Obstacle* marker. Prepared Terrain Obstacles are **German-occupied Command Bunker**, **Bunker**, **Gun Emplacement** spaces, **Building** and **Barracks** spaces. Prepared Terrain spaces that are not German-occupied are not Obstacles! All these Obstacles “use up” a certain number of **Advance** results before they can be entered or crossed (see G-7d).

- Possible Gun Location?** Markers: When a Ranger unit enters a space with one or more lone unknown “**Possible Gun Location?**” markers, the marker is immediately flipped over to its back side to reveal its identity. If the markers are accompanied by a German unit, **the German unit must be defeated in Close Combat before the marker(s) is revealed**. The marker will be one of the following types:



a. **Gun Found!**: This shows only a gun graphic. You have located one of the German guns that need to be neutralized! Place the marker in the “Captured German Guns” Victory Point Box on the Player Aid that corresponds with the current Game Day. This will determine the number of VPs that are awarded for this capture and the VP markers should be adjusted for this reward.



b. **Fortunes of War**: You haven’t found a gun, but you accomplished another important mission by capturing or destroying a vital item/person. These markers are labeled either “*Ammo Dump Destroyed*”, “*Officer Captured*” or “*Intercepted Orders*”. Place the marker in the “*Fortunes of War*” Victory Point Box on the Player Aid that corresponds with the current Game Day.

Note: If the unit enters a space with a lone, already-revealed “*Gun Found!*” or “*Fortunes of War*” marker (due to an Event Chit), it is immediately captured normally.



c. **Trap**: The Ranger unit is attacked by the indicated trap and immediately suffers the number of Hits indicated on the marker. The marker is then removed from the game.

Note that the trap effect only “goes off” against a Ranger unit moving into the space – never when it is revealed by an Event. In the latter case, simply remove the marker.





- d. **Nothing Found:** The other marker descriptions – “Rubble”, “Dummy Guns” and “False Reports” – indicate that there is nothing of value at this location. Simple remove the marker from the game.
4. **Movement Restrictions:** A Ranger unit may not move off the map past **Row 15** nor may it move backwards beyond the **Cliff Top 5** space. A unit with a “Pinned” marker **may not conduct voluntary movement** at all – it must choose Consolidate or the **Regroup** Special Action in order to remove the marker.
5. **PINNED**
- Pinned German Units:** German units with a “Pinned” marker may not move under any circumstances unless forced to Retreat – in that case, the unit retreats and the marker is removed. Pinned Grenadier and MG units that are called upon to conduct a Counterattack move do not move but instead **stay in place and have the “Pinned” marker removed immediately**. At the end of the Player Turn, **all German “Pinned” markers are removed automatically**, regardless of circumstances.
6. **Stacking:** Only **one unit** can be in a space at a time. This applies to both Ranger and German units. Units may move *through* a space containing a friendly unit but may not remain there. The only exception is when a **Close Combat** is to be fought – in that case a unit may enter a space with an enemy unit in order to fight a Close Combat in that space. A unit may not move *through* an enemy-occupied space. Note that units may stack with the “Rudder’s HQ”, “Supplies Cache” and any other game markers with no consequence.

Movement Example: A Ranger unit from Fox Company is in the space in front of Gun Emplacement #1, which has a German HKA unit in it and two unrevealed “Possible Gun Location” markers. You are now rolling for this unit’s activation and start with the green die. The result is “Draw Event Card” and you do so immediately, applying its effects on the relevant track. The unit does not move, so you opt for the yellow die now. The result is “Variable Hits / Advance 2”. You look around the map and see that there is an un-Pinned German MG unit within two spaces of the active Ranger unit, so you next look to see where the unit’s Rally Point marker is. It is located in the Cliff Top 5 space which is two spaces away from your unit. Therefore the unit takes two Hits and you apply the losses. The Ranger unit needs two Advances to move into the enemy space because it is a German-occupied Prepared Cover terrain space. The “Advance 2” result gets the Ranger unit into the space. It must then fight a Close Combat and if it wins that combat, you may reveal the two hidden “Possible Gun Location” markers.

CLOSE COMBAT RESOLUTION

If a unit successfully moves into an enemy-occupied space, **it must resolve a Close Combat immediately**. Note that an attacking Ranger unit must first have enough “Advance” results to enter a Prepared Terrain space. The moving unit is the attacker and the stationary unit is the defender. Note that this procedure is used for both Ranger and German Close Combat resolution.

1. **Incoming Fire Markers:** If a Ranger unit enters a space with a German unit that contains unrevealed “Incoming Fire!” markers, those markers are first flipped and revealed. **These effects, if any, are applied immediately** (section N) and if the German unit is eliminated, no Close Combat is considered to have occurred (but the necessary Advance movement results are still spent as if the space was German-occupied).

2. **Close Combat Procedure:** Close Combat is resolved as follows:

- Determine the **Attacking** and **Defending** unit’s SPs.
- Grab a number of beginning **Combat Dice equal to half the SP value of each unit**, rounded up. Keep these two groups of dice separate - the Attacking unit will use one color of dice and the Defending unit the other color.

Again note that the number of figures on each counter also represents the number of Combat Dice that are initially earned when the unit is conducting the Close Combat.

c. **Net Attacking Unit Combat Dice:** Add to / Subtract from the beginning number of **Attacking** Unit Combat dice as follows:

Add One Attacking Combat Die (+1 die) for each of the following:

- Use an attached Commander
- **Attacking Unit Support:** If there are any friendly, un-Pinned and un-Shaken units adjacent to the combat space whose combined, total SP’s equal or exceed the Defending Unit’s SP value.
- **Defender Flanked:** If the attacking side has at least one qualified unit for the **Attacking Unit Support** modifier and that same supporting unit is located in a Row that is “behind” the Defending Unit (i.e., a Row that is more North for a German defender and more South for a Ranger defender).
- **German unit (only) Attacking During a Night turn**

Add Two Attacking Combat Dice (+2 dice) for the following:

- Use an attached Heroic Action marker

Subtract One Attacking Combat Die (-1 die) for the following:

- Attacking Unit is Shaken

d. **Net Defending Unit Combat Dice:** Add to / Subtract from the beginning number of **Defending** Unit Combat Dice as follows:

Add One Defending Combat Die (+1 die) for each of the following:

- Use an attached Commander
- **Defending Unit Support:** If there are any friendly, un-Pinned and un-Shaken units adjacent to the combat space whose *combined*, total SP’s equal or exceed the Attacking Unit’s SP value.
- **Defending Unit in Prepared Cover Terrain**
- **Attacker Crossed Cliff Side area**

Add Two Defending Combat Dice (+2 dice) for the following:

- Use an attached Heroic Action marker

Subtract One Defending Combat Die (-1 die) for each of the following:

- Defending Unit is Pinned or Shaken

Cliff Side Area Note: For purposes of the “adjacent” Unit Support modifier (attacking or defending) in Close Combat, spaces separated by the Cliff Side area are not considered to be adjacent for Close Combat purposes. So, for example, a unit on a **Beach 4** space cannot support a Close Combat in the adjacent column’s attack into its **Cliff Top 5** space.

Note that there is **no minimum number of Combat dice** for either side – if the modifiers results in no Combat dice for a side, then no dice are rolled by that side.

- e. **Close Combat Dice results:** After figuring the allowed number of Combat Dice for each side, **roll all the available dice (for both sides) at once** and read the results of each die roll result for both sides against the table below. All rolled results are applied cumulatively.

CLOSE COMBAT DICE RESULTS

1-3 = MISS – no effect

4 = MORALE LOSS

5 = ½ HIT – fraction rounded down.

6 = HIT – apply 1 Hit to enemy unit.

Miss Results: These results have no effect on the combat and are ignored.

Morale Loss Results: The enemy unit’s confidence is diminished. This result only comes into play if neither unit is eliminated (see J-5).

Applying Hits: Each “Hit” result is applied against the affected unit. Two “1/2 Hit” results are needed to count as “1 Hit”; one such result is treated as “MISS”.

- **Hits on German Units:** The first Hit flips a German unit over to its reduced-strength side; a second Hit eliminates the unit.
- **Hits on Ranger Units:** Each Hit **reduces** the Ranger unit’s strength by **1 SP**. Replace the unit counter with one that shows the correct SP strength as needed. If the unit is reduced to “0” SPs, it is eliminated.

3. **Victory and Defeat:** After all Hits and markers are applied, the winner and loser of the Close Combat must be determined.

- a. **Both Units Eliminated:** there is no winner.

- b. **One Unit is Eliminated and the Other Unit Survives:** If one unit is eliminated by Hits and the other unit remains, the surviving unit automatically wins the combat. If the winner is an attacking Ranger unit, you will earn POWs (see below).

- c. **Both Units Survive and at least one Morale Loss result is rolled:**

Count up the number of Morale Losses rolled by each side. The side that rolled the most such results is the winner and the opposing unit must Retreat a number of spaces equal to the difference in the comparative

totals (see below). If the totals are equal, then there is no effect of the Morale Loss results.

For example, if the Ranger unit rolled two Morale Loss results and the German unit rolled one, the German unit would have to retreat one space.

- d. **Both Units Survive and Neither Unit Retreated:** In this case, the Defending Unit wins the combat and the Attacking unit must Retreat back to the space from which it came.

- e. **Retreat Moves:** Units forced to retreat due to Morale Loss result must retreat one space per applicable net result. Ranger units retreat North and German units retreat South while staying in their current Column. If the Ranger unit retreats past its “Rally Point” marker, the marker will be carried along with the unit. A Ranger unit can never be retreated beyond the **Cliff Top 5** space or into a space with a German unit. If it is forced to do so, it will instead stop in the last legal space it can enter and then takes **1 additional Hit** per space it does not retreat. If a unit cannot Retreat at all from a Close Combat space, it takes the additional Hit(s) and then **another Close Combat must be fought immediately**. German units that end in a space with another German unit must continue to retreat additional spaces until they enter an empty space. If forced to retreat off the map, it is instead eliminated.

- f. **POW’s:** If an Attacking Ranger unit (only) eliminates a Defending German unit during Close Combat (only) you will be awarded prisoners-of-war (POWs). If the German unit was on its **Full-strength** side and took 2 or more Hits in the Close Combat, there will be a “major haul” of POW’s. If the German unit was on its **Reduced-strength** side and took 1 or more Hits, there is a “small bag” of POW’s. Simply place the German unit involved in the appropriate Victory Points Box showing the face-up side it was on when eliminated and adjust the Victory Points Track accordingly. Note that Ranger units cannot be taken as POW’s.

4. An active Ranger unit may continue its activation normally after a Close Combat, even if it loses that combat. It must pay all normal movement costs again (if any) if it chooses to re-enter the original combat space.

Close Combat Example: Let’s resolve the Close Combat that was referred to in the Movement Example. The Ranger unit has taken two Hits before moving into the German-occupied Gun Emplacement #1 space, so you replace it with an “8” SP unit from Fox Company. You move the new Ranger unit into the enemy space and there you are up against a “3” SP German HKA unit. You would normally roll four Combat dice for the Ranger unit (half of the “8” SP) but you do see that there is an un-Pinned Ranger unit of “6” SP adjacent to the enemy space on the left and past it (in the minefield space). This grants you not only Attacker Support of +1 Combat Die but also qualifies for the Defender Flanked bonus of another +1 Combat Die. So you will roll a total of six Combat Dice. The German unit will get two Combat Dice for its SP (half of “3” rounded up), another Combat die for an adjacent supporting German MG unit and yet another one because the German is defending in Prepared Cover terrain, for a total of four defending Combat Dice. You roll 1, 2, 2, 4, 5 and 5 for the attacking Ranger unit and 2, 3, 6 and 6 for the German defender. The Ranger unit gets two Hits and is replaced with a “6” SP unit from Fox Company.

and the German unit receives one Hit (for the two 5's) and is flipped to its reduced side. Since both units survived the combat, you next check for Morale Loss. You rolled one 4 for the Ranger unit and none for the Germans, so the German unit losses the combat and must retreat back one space south. The Ranger unit remains in the Gun Emplacement and you immediately flip the two "Possible Gun Location" markers. This reveals an "Intercepted Orders" marker, which is placed on the VP track, and a "Rubble" marker, which has no effect and is discarded. You then decide to Consolidate in this position and bring up the Ranger unit's Rally Point marker. The unit's activation is now done.

K) SPECIAL ACTIONS

In exchange for any rolled Advance result, a unit may instead decide to conduct a Special Action. Each type of Special Action requires a certain number of Advance results to be exchanged in order to be performed. Note that the player may accumulate rolled Advance results to achieve these totals (in the same way as with crossing an Obstacle). There is no limit to how many Special Actions can be conducted and the unit may conduct the same action multiple times, as long as the cost in Advance results can be paid. The unit can also mix normal movement Advances with these Special Actions in any order.

1. The required number of **Advance** results for each Special Action is as follows:
 - a. In exchange for **1 Advance**, the unit may instead Recon-in-Force an adjacent space, make a Grappling attempt, remove a Pinned or Shaken marker or issue Hasty Fire.
 - b. In exchange for **2 Advances**, a unit may Redeploy.
 - c. An attached **Commander** can be "used" to reduce the cost of a Special Action by **1 Advance** (so actions that cost 1 Advance can be conducted by the Commander without any cost in movement but at the cost of being "used").
2. The list of Special Actions that can be performed is as follows:
 - a. **Recon-in-Force (1 Advance):** All "Incoming Fire!" markers in **one space adjacent** to the active Ranger unit are revealed. Apply any normal effects from their revealing immediately.
 - b. **Grappling Attempt (1 Advance):** This action can only be selected if the unit is in a **Beach Row 4** space. You may make one attempt per Special Action used. Roll two Combat dice, add them together and apply the result as follows:
 - **2 to 3** = No Hold
 - **4 to 6** = Shaky Hold
 - **7 to 12** = Firm Hold

If a "No Hold" is achieved, there is no additional effect. If either a "Shaky Hold" or "Firm Hold" result is achieved, place the corresponding Hold marker between the **Beach 4** space and the connected **Cliff Top 5** space (on the map's Cliff Side area) in the same column as the unit. If a "Shaky Hold" marker is already there and a "Firm Hold" is rolled, flip the marker to its "Firm Hold" side.

c. **Regroup (1 Advance):** If the unit has a "Shaken" and/or "Pinned" marker, it may remove one such marker. **Note that this is the only action of any kind that a Pinned unit may choose.**

- d. **Hasty Fire (1 Advance):** The unit may issue Hasty Fire (representing un-aimed, harassing spray fire) against any German unit **in an adjacent space** (only) in any direction. The procedure to resolve Hasty Fire is:
 - Roll a number of **Combat Dice equal to half the SP value of the firing unit**, rounded up.
 - For each roll of "**5**" or "**6**", place one randomly drawn, face-down "Incoming Fire!" marker on the target unit.
- e. **Redeploy (2 Advances):** The unit may transfer any number of SPs into an **adjacent Column's space** as long as no German unit is in that space (but German units can be located anywhere else within that Column).
 - **If no Ranger unit currently exists in that Column** (because it was eliminated earlier in the game), a new Ranger unit is created in that space. Simply place a new Ranger unit of the appropriate Company in that space equal to the transferred SPs. At least 1 SP must remain in the active Ranger unit. Place a new "Rally Point" marker with the newly-created unit in that same space.
 - **If a Ranger unit is already in that Column**, it must occupy the chosen adjacent space. The active unit may then transfer SPs to that adjacent Ranger unit. Transferring SPs to an adjacent unit simply allows the player to deduct a number of SPs from the active unit and increase the receiving unit's SPs by the same amount. The transferring unit may not be reduced below 1 SP and the receiving units may not be increased above 10 SP (or 6 SP if the Supply unit). The receiving unit can be activated or not - the transfer does not change its status.

Special Action Example: A Shaken Ranger unit on a Beach 4 space rolls the black die as its last die and gets "1 Hit / advance 3". You apply the one Hit on the Ranger unit and then decide to use a "Grappling Attempt" Special Action for the first Advance result. You roll on the Grappling Attempt table and get a 9, for a "Firm Hold" result. You place a "Firm Hold" marker on the Cliff Side area and immediately move the Ranger unit into the Cliff Top 5 space for the second Advance result (it costs one Advance to climb a Firm Hold) and place its Rally Point marker in the space with it. With the third Advance result, you decide to conduct a "Recon-In-Force" Special Action to reveal the "Incoming Fire!" markers in the adjacent Cliff Top space (hoping to help the adjacent Ranger unit before it has to scale the cliffs). This uses up all the Advances on the black die and at this point, you have completed an Exhausted Activation (you rolled all four dice and did not get a Stop Activation). With this, you may freely remove the unit's "Shaken" marker.

L) OPEN FIRE! COMBAT

The **Open Fire!** action represents an ordered, disciplined, voluminous and directed issuance of small arms fire. Whenever any unit (Ranger or German) is instructed to conduct an **Open Fire!** combat by an Event Chit or you elect to do so through a Commander action (see sections M and O), the unit first needs to be in Range and have an LOS to its intended target. It can then follow the basic Open Fire! resolution procedure.

- Eligible Targets:**
 - Un-Pinned Ranger** units can Open Fire! against any German unit in LOS and Range, regardless of the Column. Pinned units cannot issue fire.
 - German Open Fire!** combat may only target Ranger units in the **same Column** as the eligible German unit (forward or backward), except for German **Sweeping MG** Fire (see 0-5). Pinned German units cannot fire. German infantry and MG units cannot target LCA units. German units must also have an LOS.
 - German FLAK** unit will target the **closest Ranger unit in its Column** (even if in a Sea space). If an LCA is targeted, apply any effects on the carried Ranger unit only and ignore any "Pinned" results.
- Line of Sight (LOS)** – units may only issue Open Fire at units they can "see". A unit **can always see into an adjacent space**, regardless of terrain (except for Cliff Sides – see below). An LOS is traced by drawing an invisible line from the middle of the firing space to the middle of the target space. If that line **touches any part** of a space that contains a *Building, Forest, Bunker, Command Bunker, Barracks* or another *unit* (enemy or friendly), then the LOS is **Blocked** and the fire cannot be taken.
 - The LOS from a **Beach 4** space to a **Cliff Top 5** space (and vice-versa) only exists within the same Column. There is **no LOS diagonally to/from a Beach 4 space to/from a Cliff Top 5 space**. By the same token, the only LOS onto a Beach 4 space can be from the Cliff Top 5 space in its Column.
 - The LOS from a **Beach 4** space will *never extend beyond the Cliff Top 5* space directly in front of it. Likewise, LOS from any **Inland Zone** space will stop at the **Cliff Top 5** space – it will not extend into any **Beach 4** space.
 - The maximum LOS during a **Night turn** is **one space**, regardless of other circumstances.
- If the intended target is within Range and LOS of the firing unit, grab a number of **Combat Dice equal to half the SP value of the firing unit**, rounded up.
- Net Firing Unit Combat Dice:** Add to / Subtract from the beginning number of Firing Unit Combat dice as follows:
 - Add One Combat Die (+1 die) for each of the following:**
 - Use an attached Commander
 - Add Two Combat Dice (+2 dice) for each of the following:**
 - Use an attached Heroic Action marker
 - Subtract One Combat Die (-1 die) for each of the following:**
 - For *each space* in the Range
 - Target Unit is in Prepared Cover Terrain
 - Firing Unit is Shaken
 - Low Ammo is in effect and Supplies marker not used

Note that there is **no minimum number of Combat dice** – if the modifiers result in no Combat dice then no dice are rolled.

- Combat Dice results:** After figuring the allowed Combat Dice for this firing unit, **roll all the available dice** and read the results of each die roll result against the tables below. All rolled results are applied cumulatively. The Combat Dice results are read as follows:

OPEN FIRE! DICE RESULTS

- 1-3 = MISS** – no effect
- 4 = PINNED**
- 5 = ½ HIT + PINNED if Support Fire/MG/FLAK firing**
- 6 = HIT** – apply 1 Hit to enemy unit.

Miss Results: These results have no effect on the combat and are ignored.

Pinned Results: the target unit is Pinned and given a "Pinned" marker. Multiple "Pinned" results have no additional effect. German units that receive a *Pinned* marker for any reason keep that marker until the end of the current Game Turn.

Applying Hits: Each "Hit" result is applied against the affected unit. Two "½ Hit" results are needed to count as "1 Hit"; one such result is treated as "MISS".

- Hits on German Units:** The first Hit flips a German unit over to its reduced-strength side; a second Hit eliminates the unit.
- Hits on Ranger Units:** Each Hit reduces the **Ranger** unit's strength by 1 SP. Replace the unit counter with one that shows the correct SP strength as needed. If the unit is reduced to "0" SPs, it is eliminated.
- If the firing unit is a **German FLAK** or **MG** unit or if the fire is that result of an Event Chit that specifies "**Support Fire**", the target unit also applies a "**PINNED**" result.
- Multiple Firing Units:** if more than one unit is firing at the same target, **all leftover "½ Hit" results are accumulated** and added together at the end of the whole fire.

For example, if two **Ranger** units are firing at the same German unit and the first unit achieves one "½ Hit" result on the target, you place the "5" die on that unit. If the second unit rolls three "½ Hit" results, that will total four such results on that target and thus gives the German unit 2 Hits, eliminating it.

- Sweeping MG Fire:** German **MG** units that issue **Sweeping MG Fire** (see 0-5) will conduct an Open Fire! at **all Ranger units** in the MG's **current Column** and **each adjacent Column (to the left and right)**. Normal LOS and Range requirements must still be met. Resolve eligible fire from East to West. Note that the MG unit can fire at targets in **any direction** (including backwards).

Open Fire! Example: The German Event Chit "Concentrated Fire vs. Fox Company" is drawn and enacted. An un-Pinned German MG unit is in the same Column as a Ranger unit from Fox Company and two spaces away. The German unit has a "5" SP which starts it with three Combat Dice. Since it is two spaces away from the Ranger unit, this is reduced by two dice (one per space in the range). You roll one Combat Die for the German unit and it scores



a 5. This is half a Hit, which does not affect the Ranger unit, but because a German MG is firing, the Ranger unit has a "Pinned" marker placed on it. Also, since there is a Ranger unit in the adjacent Column as well, the MG unit will fire on that one too (due to Sweeping MG Fire). It happens to be directly next to the MG unit and therefore the 1 space range will reduce the Combat Dice from three to two dice. You roll a 3 and a 6, which will inflict one Hit on the Ranger unit. There are no other targets in line of sight so the MG fire is concluded.

M) COMMANDER BONUSES

- Company Commanders:** Each of the three **Company Commanders** markers (*Captain Slater, Captain Baugh and Captain Masny*) must be assigned to a Ranger unit from their respective Company at the end of every Game Turn. The marker is moved with the assigned unit during the following turn. You may then use the marker to provide **one special Commander Bonus** during the course of the Game Turn. A special bonus can be applied at the eligible time depending on the actual bonus used, **but it can never be used while the Commander marker is occupying a Sea space**. There are five Commander Bonuses, as follows:
 - Re-Roll a Movement Die:** The last rolled Movement Die for **the attached unit or any one adjacent unit** may be re-rolled. Ignore the rolled result and simply roll the die again, the result of which **must** be implemented.
 - Reduce the "cost" of an Obstacle** by "-1" Advance result requirement.
 - Add one Combat Die** to the attached unit when it conducts Close Combat or issues Open Fire!. Note that this bonus *will not apply to Hasty Fire*.
 - Order Open Fire!** All units of the Company may immediately conduct a normal **Open Fire!** action. Resolve the fire normally. However, this bonus can only be chosen *between unit activations* – not during the course of a unit's activation.
 - Remove all "Shaken" and/or "Pinned" markers** from the attached unit or from any one **adjacent** unit from the same Company. This can be done at any time the players wishes (even during an ongoing activation). If a unit is both Pinned and Shaken, both markers can be removed with this one bonus action.
- Battalion Commander:** The one **Battalion Commander** marker (*Lt. Col. Rudder*) is used in the same way as the Company Commanders, but with even more abilities. This commander has the following abilities:
 - It can be attached to **any** Ranger unit (regardless of Company affiliation) and can use a normal Company Commander ability on the attached Ranger unit's Company.
 - Additional Battalion Commander Bonus:** You may immediately draw and apply a **Ranger Chit**. This can only be chosen *between unit activations* – not during the course of a unit's activation.
 - If the Battalion Commander marker is still unused at the end of the Player Turn, you may freely move the **Relief Column marker up one space**.

3. **Using Commanders:** In all cases, each Commander marker is flipped to its "Used" side after conducting a bonus. It cannot then be used for a Commander Bonus until it is flipped back over to its "Available" side at the end of Game Turn.

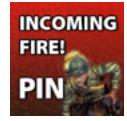
4. **Commander Casualties:** The marker remains with the attached unit wherever it goes. If the attached unit is eliminated, **roll one Combat die and halve it (rounded up)**. Then place the Commander marker that number of spaces ahead of the current "Time Increment" marker location on the Time Increment Track. The Commander marker is out of the game until the "Time Increment" marker enters or passes the space containing the Commander marker. The Commander is then immediately attached to any one unit of the same *Company* (only).

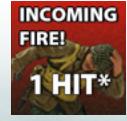
Commander Bonus Example: The unused "Masny" Commander marker is in the Au Gay village space. A Ranger unit is in the Woods space directly to the left of Au Gay and it is down to its last (fourth) Movement Die and you really want that unit to push ahead and establish a Roadblock. But the red die roll for that unit is a "Shaken" result! Well, you can't have that so you elect to have "Masny" perform a Commander Bonus by re-rolling that last die roll. First, you flip "Masny" to his "Used" side and re-roll the red die. You now roll a "2 Advances / German Chit" result and move that Ranger unit forward (and then resolve the event chit pull).

N) INCOMING FIRE! MARKERS

The "Incoming Fire!" markers represent the suppressive effects of "lead in the air" on targeted units. Though this fire can be scattered, haphazard or even accidental, it will tend to keep enemy soldiers' heads down. The real results of such fire by the issuing units will not be immediately known – the tangible effects will have to be discovered up close and personal to determine if the fire was effective or not. Though the actual results are not readily apparent, what is known is the suppressive effect of a unit needing to "hunker down", which is represented by the universal "-1 SP" modifier of each marker.

1.  **Deployment:** When "Incoming Fire!" markers are deployed by the player, they are placed **face-down** on a German unit (so the player does not know their exact effect but only the "-1 SP" shows). While unknown, the marker(s) remains attached to that German unit (even if it moves), **reducing the German unit's SP value by "-1 SP" per assigned marker**.

2.  **Revealing Markers:** Immediately upon being revealed through the **Recon-By-Fire** Special Action or by a Ranger unit engaging the German unit in Close Combat, the effects on the back of the marker (if any) **are applied immediately** (i.e., before any combat is resolved). Hits and "Pinned" markers are applied as per the Open Fire! rules. If more Hits are inflicted than the German unit can absorb, any extra Hits are ignored and the German unit is simply eliminated. After a marker is revealed and applied, it is placed face down back into the pool of available "Incoming Fire!" markers.

3.  **Critical Hits:** If the revealed marker has an asterisk (*), this is a **Critical Hit**. During the **Operation Flashlamp** procedure, this indicates a collapsed Cliff. During any other type of revealing, it indicates that **one "Possible Gun Location"**



tion?" marker in the affected space (if any) will be destroyed. If there's more than one such marker in the space, you can choose which one to destroy. If there are two Critical Hits revealed, then two "Possible Gun Location?" markers in the space can be destroyed. Destroyed "Gun Located!" markers and "Fortunes of War" markers are placed in the appropriate VP box normally (as if you captured them - see I-3).

O) EVENT CHITS

Event Chits are drawn from the cup as instructed by the Movement Dice result. This will occur on a "No Effect" result on the Green and Yellow dice and on the "Stop Activation" result on the Red and Black dice.

1.   **Procedure:** One side of each Event Chit is used for a **Ranger Event** (yellow side) and the other for a **German Event** (grey side). Refer to the appropriate side of the chit as instructed by the Movement Die result when you draw the chit. Chits are actually drawn *after* any allowed Movement resulting from the die is fully resolved.
2. **Event Effects:** Cross reference the event indicated on the drawn chit with the Event Description card. Then immediately implement the event to conclusion as indicated.

Important Note: Most Event Chits create game events that do not necessarily affect the active unit – many can be applied anywhere **on the map**. This is an integral part of the game's flow – the battle situation can change in the middle of a unit's activation! In order to help remember which unit is the currently active one, use the "**Currently Active Unit**" marker to remind yourself which unit to go back to after resolving the event.

3. **Multiple Events:** If more than one Event Chit needs to be drawn, pick one at a time and resolve each as it is drawn.
4. **Support Fire Events:** There are a number of event actions that qualify as "Support Fire" events, which may be relevant when resolving the Open Fire combat results. To be clear, these Events are: *Mortar/Destroyer Support Fire* (Ranger), *Naval Support Fire* (Ranger), *Artillery Support Fire* (German), *Western Flank Support Fire* (German) and *Eastern Flank Support Fire* (German).
5. **Sweeping Fire:** When resolving the *Hitler's Buzz Saw* and *Concentrated Enemy Fire* German events, note that any qualifying German MG units will use the **Sweeping MG** Fire procedure (L-6).

6.  **Low Ammo:** Some of the *Open Fire!* chits are marked with "Low Ammo" effects. If the current Game Day is one of those listed, the firing units are subject to the **Low Ammo** effect. All units participating in the Open Fire! will suffer a "-1 Combat Die" penalty unless you use the "Supplies" marker for the unit's Company. The marker must be currently on the map and not already used. If you choose to use it, there is no firing penalty for any of the involved units and the marker is turned over to its "Used" side.

7. **Rudder's HQ:** When the Force B & C Reinforcements and Mortar/Destroyer Support Fire chits are drawn, you may only utilize the events if the "Rudder's HQ" marker has been deployed on the map (G-4e). Otherwise, these events are treated as "No Effect".

8.  **Heroic Actions:** When a "Heroic Action" result occurs, place a "Heroic Action" marker on any Ranger unit. The marker remains attached to that unit for the duration of the game until "used". You can use the marker once for one of the following actions:

- a. Add two Combat Dice to Close Combat or Open Fire.
- b. To re-roll one Movement Die for the attached unit (only).
- c. To reduce the cost of any one Obstacle by one "Advance" result (-1 Advance).
- d. To remove all Shaken and/or Pinned markers from the attached unit (only).

1.  **Assault! Event Movement:** German **Grenadier** and **MG** units will not actually move on the map until the **Assault!** German Event is drawn and enacted.

- a. Move the indicated eligible **Grenadier** units **two spaces** towards the North, starting with the units in the Column furthest East and moving in order to the West, in the relevant Ranger Company Zone (per the Event Chit). If the last space is already German-occupied, the attacking units will move as far as possible and then stop in the last empty space. German units will not move beyond the **Cliff Top 5** space. If they reach that space and there is a Ranger unit in the **Beach 4** space in its column, the German unit will issue an **Open Fire!** attack on that unit.
- b. Assaulting German units will enter a space with a Ranger unit and conduct an **immediate Close Combat** as the attacker. If a German unit is in a space with a lone "**Supplies Cache**" marker at any time, that marker is destroyed and lost for the rest of the game. If the unit is in a space with a lone "**Rudder's HQ**" marker, remove the marker from the map, but it may be rebuilt again in a future action.
- c. Eligible **MG** units will move only one space as above, but only if that space in front of them is currently blocking their LOS. In addition, they will not attack a Ranger unit in Close Combat. Instead, they will remain in their current space.

Event Chit Example: From the Commander Bonus example above, you need to draw a German chit. You reach into the cup and pull out a random chit, referring to its German side. The chit says "Ranger Elite", which means you draw another chit and this time look at the Ranger side! This time you draw "Rangers Forward – Easy Company". You place the "Currently Active Unit" marker on the Fox Company Ranger unit on the Highway space to remind you of where you left off. You then go over to Easy Company and select one of its units to use this event. You find a Ranger unit that had a bad Movement die

roll last turn and use the event to now move that unit. You move it one space into a German-occupied Gun Emplacement space (because the space would be considered an obstacle) and immediately resolve a Close Combat. After that is concluded, you go back to the active Ranger unit on the Highway and continue its activation.

P) GERMAN COUNTERATTACKS

There are four possible German counterattacks that can be launched during the course of the game. Counterattacks are launched as soon as the “**German Counterattack**” marker enters the “**Attack Launched!**” space (even in the middle of a Ranger unit activation!). You will use the “**German Counterattack**” markers to keep track of which numbered Counterattack is the upcoming attack. When a Counterattack is launched, German units are deployed on the map as follows:

1.  **German Counterattack Procedure:** In each case, follow this procedure to deploy the German Counterattack units against the designated **Ranger Company**, which depends on the number of the Counterattack (see below). For each Counterattack, follow this identical deployment procedure:
 - a. Randomly select **three** German Grenadiers units (only) and **one MG** unit from the available pool of units.
 - b. Then randomly place **one** of these units **two spaces** in front of (i.e., to the South of) each Ranger unit in the **Company Zone** being attacked (for a total of four German units) with their **full-strength** side face up.
 - c. If this results in any German unit being deployed in **Rows 14 or 15** (thus South of the Highway), that German unit is placed with its **reduced-strength** side face up instead.
 - d. If the Ranger unit is in **Rows 14 or 15**, the German unit for that Column **does not enter the game at all**.
 - e. If there is another German unit located in the assigned deployment space of a Counterattacking unit, place the unit in the next open empty space South of that in-place German unit instead.
 - f. If the Ranger unit in that Column is still in a **Sea** space or has been **eliminated**, place the entering German unit in the **Highway** space (Row 13).
2. **1st German Counterattack:** Deploy four German units as above against the **Ranger** units in the **Fox Company Zone**.
3. **2nd German Counterattack:** Same procedure as above, but the German Counterattack is deployed against Ranger units in the **Easy Company Zone**.
4. **3rd German Counterattack:** Same procedure as above, but the German Counterattack is deployed against Ranger units in the **Dog Company Zone**.
5. **4th German Counterattack:** You roll one Combat Die. On a roll **1 - 2**, deploy the German units against **Fox Company** as above; **3 - 4**, deploy the Ger-

man units against **Dog Company** as above; **5 - 6**, deploy the German units against **Easy Company** as above.

6. **Counterattack Marker Decrease:** Each time a Company gets a **third Ranger unit** establishing an eligible Roadblock (see Q-6), **decrease** the “**German Counterattack**” marker **one space** on the track for each such case. If the number of units holding the Roadblock drops to two or less at any time, move the “**German Counterattack**” marker up one space immediately.
7. **After the 4th German Counterattack is launched,** remove the “**German Counterattack**” marker as no further attacks can be launched.
8. If during any **Counterattack** there are not enough **Grenadier** and/or **MG** units available in the pool, simply deploy as many as you have, starting with the most advanced Ranger units in the designated Company Zone.

Q) VICTORY

The Ranger's mission was to locate and destroy the six guns that intelligence reports indicated were deployed at Pointe du Hoc, as they posed a serious threat to the D-Day landings at Omaha Beach. Therefore, victory and defeat for the Ranger player is primarily determined by how many of the six possible guns are captured or destroyed and the faster you neutralize them, the better. In addition, the battalion was tasked with setting up roadblocks on the Vierville-Grancamp Highway to interfere, delay and draw away German reinforcements heading for the D-Day landings. Finally, the capture of German POWs and other spoils of war, along with keeping Ranger casualties to a minimum, are all important ingredients in determining the mission's success.

1. **Tracking Victory Points (VPs):** Certain VP triggers are earned, and should be kept track of, during the game. In-game VP awards are **Captured German Guns, Fortunes of War Prizes and German POWs**. **Ranger Casualties** VP are awarded at the end of the game, but can still be monitored during the game. In these cases, place the actual units/markers involved in the relevant boxes under the tracks to help track the VPs earned. Also, manipulate the “**VP x 1**” and “**VP x 10**” markers on the VP Track to show the current total earned. VP earned at the end of the game are added to the VP Track at that time only.
2. **Captured and Destroyed German Guns:** The main goal of the Rangers (and thus you) is to capture or destroy the six German guns that threaten Omaha Beach. There are many possible places the guns could be deployed and you will need to advance quickly to discover and neutralize them. If a Ranger unit *enters* a space with one or more “**Possible Gun Location?**” markers, each should be flipped over to reveal its true identity (if not flipped already). If a Ranger unit is alone in a space with a “**Gun Located!**” marker, it is placed in the VP box associated with the current Game Day. Note that if a German unit is in the same space with the revealed marker, it must be defeated in combat and removed from the space (by elimination or retreat) before the marker can be claimed. A “**Gun Located!**” marker can also be claimed for VP if it is destroyed by combat (see N-3). You will earn:
 - **10 VP** per gun captured or destroyed during the *June 6th* Game Day;
 - **5 VP** per gun captured or destroyed during the *June 7th* Game Day;
 - **2 VP** per gun captured or destroyed during the *June 8th* Game Day.

3. **Fortunes of War Prizes:** Three of the "Possible Gun Location?" markers will flip over to a surprise VP award, representing a fortuitous capture or opportunity to destroy an enemy asset. These are the "*German Officer Captured*", "*Intercepted Orders!*" and "*Ammo Dump Destroyed!*" results. If found, place the marker in the VP box associated with the current Game Day in the same manner as with the German Gun Located procedures. You will also earn VP if the markers are destroyed by a Critical Hit (N-3). You will earn:

- **5 VP** per marker captured or destroyed during the *June 6th* Game Day;
- **3 VP** per marker captured or destroyed during the *June 7th* Game Day;
- **1 VP** per marker captured or destroyed during the *June 8th* Game Day.

4. **German POWs:** Throughout the game, you may score a Close Combat victory that nets some German POWs (see J-3-f). If a German unit yields POWs, place it in the appropriate VP box depending on whether the German unit was eliminated on its full-strength or reduced-strength side. You will earn:

- **3 VP** if the German unit was on its full-strength side when captured (a major haul of prisoners);
- **1 VP** if the German unit was on its reduced-strength side when captured (a small bag of prisoners).

5. **Ranger Casualties:** The Rangers were elite soldiers who were highly-trained and into whom the U.S. military invested much time and effort. Every loss is a tragedy but a Ranger casualty is especially expensive to replace. If a Ranger unit is totally eliminated, place it in the 5 VP box. If a second Ranger unit is eliminated, place it in the 5 VP box. If three or more Ranger units are eliminated, place the third unit in the 0 VP box. **If units are rebuilt, you will NOT change the total number of losses suffered for VP purposes!** If one or more units on the track are needed for Rebuilding purposes, substitute them with any unused units. At the end of the game, determine the number of eliminated units suffered by referring to these boxes. You will earn:

- **15 VP** at the end of the game if there are no eliminated Ranger units;
- **10 VP** at the end of the game if there is only one eliminated Ranger unit;
- **5 VP** at the end of the game if you have lost two Ranger units.
- **0 VP** at the end of the game if you have lost three or more Ranger units.

6. **Roadblocks Established:** Each Ranger Company (*not each unit*) is responsible for setting up and maintaining a roadblock on the Highway spaces. Therefore, there can be a maximum of three Roadblocks - one per Company. One Roadblock can be established by each Company if **two or more units** of that Company (in any condition) are both **physically on a Highway space** of their Company Column (note that being located beyond the highway does not count – the men must be manning the roadblocks). Only two units are needed to accomplish this but both must be on the map at the end of the game. In addition, **no German units can occupy any spaces in that same Column between the Highway space and the Cliff Top 5 space**. In other words, there must be an open line of communications back to the coastline. If all these conditions are met, you will earn:

- **15 VP** if all three Ranger Companies establish a Roadblock;

- **10 VP** if two Ranger Companies establish a Roadblock;
- **5 VP** if one Ranger Company establishes a Roadblock.

7. **Timely Relief:** The Rangers were hard-pressed the entire time on the cliff tops, despite their overall success. Supplies were running low after the first day, casualties were mounting and the situation was becoming more fragile as each day passed. If they were not relieved in time by reinforcements coming from Omaha Beach, one more German attack – especially at night – may have very well broken them. So this VP condition represents the absolute need for the game to end with the arrival of the Relief Column to save the Rangers' precarious situation. If not, it is very possible that they would have been overwhelmed. You will be penalized:

- **5 VP** for every space on the Relief Column Track that the "Relief Column" marker **did not enter** during the game.

8. **Performance Determination:** When the game ends – either by reaching the #12 box on *June 8th* or by the **Relief Column arriving** – calculate your final VP score. Compare the net total to the following schedule to see how you did. Good luck!

- **100 VP and more** = Legendary Military Victory
- **95-99** = Major Victory
- **90-94** = Solid Victory
- **85-89** = Minor Victory
- **80-84** = Mission Accomplished
- **75-79** = Marginal Success
- **70-74** = Unsuccessful Mission
- **65-69** = Defeat
- **60-64** = Dismal Failure
- **55-59** = Military Disaster
- **54 VP and less** = Disgraceful Performance

R) 3-PLAYER CO-OP MODE

1. **Setup:** Each player will command one of the three Ranger Companies (Dog, Easy or Fox). This can be done randomly or by player selection, as the players see fit. The Ranger unit setup is identical to the regular (solo) game. Each player should sit on the same side of the table or at least as close as they can get to their respective Company units. The game is played like the normal game with the exceptions noted below.

Map markers are setup differently in this version of the game, as each player must have an equal opportunity to score Victory Points. Therefore, create the following pool of "Possible Gun Location?" markers for each Ranger Company and deploy them as indicated. Each of the three players will get 8 "Possible Gun Location?" markers in their Zone. The "Gun Found" and "Nothing Found" markers can be distributed to each player as the players see fit. In the case of the "Trap" and "Fortunes of War" markers, one player must shuffle each type of marker separately and then randomly assign one unrevealed "Trap" and one unrevealed "Fortunes of War" chit to each player's marker pool.

- **FOX Company Zone:** Marker Pool = 2 "Gun Found" markers + 4 "Nothing Found" markers (of any type) + 1 "Trap" + 1 "Fortunes of



"War". Mix these up randomly and deploy them on the map as follows: place 4 markers in *Gun Emplacement #1*; place 1 marker per Star (*) space in row #12 (4 markers total).

- **DOG Company:** Marker Pool = 2 "Gun Found" markers + 4 "Nothing Found" markers (of any type) + 1 "Trap" + 1 "Fortunes of War". Mix these up randomly and deploy them on the map as follows: place 2 markers in *Gun Emplacement #2*; place 2 markers in *Gun Emplacement #3*; place 2 markers in the Row #12 Building Star(*) space; place 1 marker in each of the other two Forest Star(*) spaces.
 - **EASY Company:** Marker Pool = 2 "Gun Found" markers + 6 "Nothing Found" markers (of any type) + 1 "Trap" + 1 "Fortunes of War". Mix these up randomly and deploy them on the map as follows: place 2 markers in *Gun Emplacement #4*; place 2 markers in *Gun Emplacement #5*; place 2 markers in *Gun Emplacement #6*; place 2 markers in each 3-Star space (in Rows 14 and 15). The player playing Easy Company also receives **5 VP** to start the game.
- 2. Operation Flashlamp:** Each player simultaneously places **four** "Incoming Fire!" markers in his Company Zone following the normal rules. Then each player rolls a Combat Die. On a roll of **1 - 2**, no further markers can be placed; on a roll of **3 - 4**, the player may deploy one more "Incoming Fire!" marker; on a roll of **5 - 6**, the player may deploy two more "Incoming Fire!" markers.
- 3. Order of Play:** Each player rolls two Combat Dice – high dice roll total goes first (re-roll ties) and play moves to the right from there each Round. The Fox Company player is considered to be to the right of the Easy Company player. This dice roll is made at the start of each new Game Turn, so the Order of Play will be variable each turn.
- 4. Game Round:** Each player, in turn, will activate one of his units normally, as if playing the game solitaire. Conduct a full, normal activation with that unit until it stops – either voluntarily or by a Stop Activation result. Any Event Chits that are drawn are resolved normally. If that chit directs a voluntary action by another Company's unit(s), then you must hand the chit to that controlling player and he may then enact that chit's event normally and to conclusion. Any "player's choice" result can be ignored by the drawing player – he may choose to not use the chit at all or he may decide to give it to an eligible opposing player to assist him (remembering that there are Minimal Victory conditions that must be met for any player to win the game – see below).
- When that selected unit's activation is completed, it is marked as "Activated" and that player's Round is over. The next player in order will then conduct the activation of one of his un-activated units. Players will continue to activate one unit each Round in turn until there are no remaining un-activated units left.
- 5. Inter-Company Actions:** Actions that can cross Company Operational Zones, such as "Recon-in-Force" and "Redeploy", can be conducted normally as long as both players involved agree.

6. End Turn Phase: After the last player finishes activating his last available unit, the players conduct a normal End Turn Phase. If the "Rudder" Commander marker is still unused, then players must use it to move the "Relief Column" marker up one space. The assignment of the "Rudder" marker to a unit is discussed below. Players then start the next Game Turn by rolling for Order of Play and beginning new Rounds.

7. Rudder's Commander Marker: The "Rudder" marker starts the game with Easy Company as normal. It remains with the assigned Easy Company unit until the first End Turn Phase in which the marker is in any Inland Zone space. During that End Turn Phase, players must decide to which Company the marker will be attached. This can be decided by consensus or, if no consensus is reached, the players will each roll two Combat Dice and the high total will decide which player gets the marker (re-roll ties). That player will then attach the "Rudder" Command marker to any eligible unit in his Company. Note that only the player whose unit has the marker attached to it may opt for the "Establish Rudder's HQ" Consolidation action.

8. German Counterattacks: The German Counterattack procedures are followed normally except when deciding where each Counterattack occurs. When a German Counterattack is launched, the procedure for deploying those German units changes depending on the number of the Counterattack, as follows:

1st Counterattack = the First Player rolls a Combat Die: **1 - 2** = deploy versus Dog Company; **3 - 4** = deploy versus Easy Company; **5 - 6** = deploy versus Fox Company

2nd Counterattack = the First Player rolls a Combat Die: **1 - 3** = deploy versus the Company that was not attacked by the *1st Counterattack* and is furthest East (left) on the map; **4 - 6** = deploy versus the Company that was not attacked by the *1st Counterattack* and is furthest West (right) on the map

3rd Counterattack = automatically deploy against the last remaining Company that was not the subject of either of the first two Counterattacks

4th Counterattack = there is no *4th* German Counterattack in this variant. Each player can only be subjected to one German Counterattack each game

9. Game End: The game ends in the same manner as the regular solitaire game except there is no VP adjustment regarding the Relief Column's arrival. Instead, the status of the Relief Column affects the level of Ranger Victory.

10. Victory and Defeat: This variant is a Semi-Cooperative game, meaning that the three players can lose together as a group with the Germans "winning" the game. On the other hand, just one Ranger player can win the game if the Rangers succeed.

Ranger Victory is first measured by the three players meeting any one of the four listed Victory Conditions – the better they do as a team, the greater the overall victory.

- *Minimum Victory Condition* = two out of three Companies have a Roadblock established and the game ends without the Relief Column arriving.



- *Major Victory Condition* = two out of three Companies have a Roadblock established and the game ends with the Relief Column arriving.
- *Glorious Victory Condition* = all three Companies have a Roadblock established and the game ends without the Relief Column arriving.
- *Legendary Victory Condition* = all three Companies have a Roadblock established and the game ends with the Relief Column arriving.

If none of these four Victory Conditions is met, then all three players lose, and the game is a **German Victory**.

If the players achieve any kind of Ranger Victory, then they need to count their earned Victory Points (VP) to determine which one of them is the **Winning Player** of the game. This is decided by the player with the most accumulated VP. Each player figures his total by using the table below:

- *Easy Company Player* = start the game with **5 VP** (because of the harder setup)
- *Captured the "Fortunes of War" marker* = use **standard game VP** awards for capturing an "FOW" marker.
- *Each Captured "Gun Found" marker* = **use standard game VP** awards for capturing a "Gun Found" marker.
- *Each Captured German POW* = use **standard game VP** awards for capturing German "POWs".
- *Company Did Not Lose a Ranger Unit* = **10 VP**
- *Company Lost Only One Ranger Unit* = **5 VP**

The highest VP total wins the game – if there is a tie, the tied players are all considered to be the Winning Players.

Note that since three separate VP totals need to be kept track of, the original game's VP marker system will be inadequate. Players should keep individual piles of POW's, Fortunes of War chits, etc. for each of the three days in their immediate area or devise some other way to track their individual VP totals.

S) 2-PLAYER CO-OP MODE

- Setup:** Each player will command one of the two flank Ranger Companies - Easy or Fox – and share control of the middle Company (Dog). The Ranger unit setup is identical to the **3-Player** version but the Fox Company player will also control the units in the two left-most columns of Dog Company and the Easy Company player will control the units in the two right-most columns of Dog Company.
- Operation Flashlamp:** This is conducted as in the 3-Player version but each player places **six** "Incoming Fire!" markers in his Company Zone or in his section of Dog Company's Zone at the start (instead of four as in the 3-Player version). Each player makes the normal die roll for additional markers.
- Pre-Game Invasion Approach:** The two players will roll for their respective Companies normally. In the case of Dog Company, the Fox Company player will only roll the *Green Movement Die* and the *Black Movement Die* for each of his two Dog Company units. The Easy Company player will roll only the *Yellow Movement Die* and the *Red Movement Die* for each of his two Dog Company units. All other normal rules apply.

- Order of Play:** Each player rolls two Combat Dice – high dice roll total goes first (re-roll ties). Roll again at the start of each Game Turn.
- Game Round:** Identical to the **3-Player** version.
- Inter-Company Actions:** Identical to the **3-Player** version but remember that control of Dog Company is split between the two players.
- End Turn Phase:** Identical to the **3-Player** version.
- Slater and Rudder's Commander Markers:** Identical to the 3-Player version. In the case of the "Slater" marker, it is handled in the same way as "Rudder", but it may only be attached to a Dog Company unit.
- German Counterattacks:** Identical to the **3-Player** version.
- Victory and Defeat:** Identical to the **3-Player** version. Remember that Dog Company still must meet the conditions on its own, despite being shared by the two players. Both must work together to assure this happens.

T) VERSUS GAME MODES

2-PLAYER VERSUS MODE

This scenario is designed so that two players can participate in the "solitaire" game – one as the "solo" Ranger player and the second as the somewhat-controlled German player. Besides doing the more obvious (and fun) things for the German side, like rolling the German Combat Dice, the second player will have some limited ability to sway events on the German side and provide the "A.I." with some more intelligent play (presumably, of course). This scenario is meant to be a more challenging solo experience and as such is designed so that the two players will switch sides for a second game and then compare their relative Victory Point scores. The higher-scoring Ranger player would then be the winner of the scenario.

This mode is played as the regular solitaire *Crowbar* game, but with the following changes:

- Possible Gun Location? Marker Setup:** The German player will separate three of the six "Guns Found!" markers from the general pool, along with all three "Trap" markers. These six markers can be placed into any legal space of the map (secretly, of course) as the player wishes. At the same time, the German player also places all other "Possible Gun Location?" markers, but these are mixed up and randomly distributed facedown (as per the normal game procedures). The Ranger player should not be witness to this procedure.
- The German player may choose any *HKA* and *MG* units he wishes from the pool of units to deploy on the map at setup. The other two German units – *FLAK Gun* and *Command Bunker* – must be setup per the normal rules. Otherwise, the German player can choose which units to deploy and into which eligible spaces they are placed.
- Event Chit Resolutions:** All Ranger Event Chits are resolved in the same manner as they are in regular *Crowbar*. Most of the German Event Chits are also resolved normally, but a few small caveats are needed to allow the German player some additional latitude when resolving these events:





- a. **Ambush:** If more than one Ranger unit is the most advanced unit and all are otherwise eligible for the event, the German player selects the one affected.
 - b. **Assault:** The German player is not forced to attack with the eligible Grenadiers and MG units. He may instead opt not to have one or more of them moved.
 - c. **Commander Hit:** On a roll of 5-6, the German player chooses which Commander is hit.
 - d. **German Patrols:** The German player may select any Grenadier unit from those available in the pool of units. In addition, if there is more than one space that is eligible for placement of the patrol, the German player decides which space receives the newly deployed unit.
 - e. **Unexpected Obstacle:** If more than one Ranger unit is eligible for the event, the German player selects the one affected.
- 4. German Counterattacks:** The German Counterattack procedures remain the same except when selecting and deploying the actual counterattack force. Instead, follow these new procedures during each launched German Counterattack:
- a. The German player may choose any three available German Grenadier units he wishes from the pool of units.
 - b. The German player may choose any one available German MG unit he wishes from the pool of units.
 - c. The German player may place each of these four Counterattacking units opposite any four different eligible Ranger units from the target Company (following the normal distance rules).
 - d. During the 4th German Counterattack, the German player may choose which Ranger Company is the target of this Counterattack.
- 5. Victory Determination:** Players can certainly decide to keep this a friendly game, with the second (German) player simply playing for the purpose of adding a new element to the solo experience and seeing how well the first (Ranger) player can do. Alternately, this scenario can be competitive by the two players each playing the Ranger side against the other player. After the first game in this manner, the Ranger player writes down the total VP

scored, using the standard solitaire scoring system. Then the players switch sides for the second game and play through that game, with the new Ranger player also noting his final VP score. The player with the highest score is then deemed the winner of the entire scenario.

3-PLAYER VERSUS MODE

In this scenario, simply use the **2-Player Co-Op** mode from the base game and combine it with the **2-Player Versus** mode above. This way, the two Ranger players will be playing together (sort of) against the one German player. In this mode, first divide the "Possible Gun Location?" markers between the three Ranger Companies per the normal 2-Player Co-Op rules. Then have the German player take one "Trap" marker and one "Gun Found!" marker in each Company Zone and deploy them secretly as he wishes into eligible spaces. He then also randomly deploys the remaining markers for each Company normally. Victory can be determined between only the two Ranger players, using the VP schedule from the 2-Player Co-Op mode, or by having all three players rotate so that they each get a play as one of the Ranger players and a turn as the German player. Simply add up the scores from the three total plays and high score wins.

4-PLAYER VERSUS MODE

In this mode, use the **3-Player Co-Op** mode from the base game and combine it with the **2-Player Versus** mode in the same manner as the 3-Player Versus Mode above. The three Ranger players will be playing together against the one German player. Victory can be determined between only the three Ranger players, using the VP schedule from the 3-Player Co-Op mode, or by having all four players rotate so that they each get a play as one of the Ranger players and a turn as the German player. Simply add up the scores from the four total plays and high score wins.

3-PLAYER "NOT SO CO-OP" MODE

This setup pits three Ranger players more directly against one another. Set up as if playing the **3-Player Co-Op** game, but each Ranger player will control the Germans facing one of his opponents. The Fox Company player will control the German forces up against the Dog Company player; the Dog Company player will control the Germans versus the Easy Company player; and the Easy Company player handles the German units opposite the Fox Company player. So, during each player's activations, any German unit decisions, die rolls and deployments are conducted by the assigned player as if the game was being played in 2-Player Versus mode. The victory conditions used are the same as the 3-Player Co-Op mode, but this method offers a bit more of a challenging fight.

CROWBAR! EXAMPLE OF PLAY

This comprehensive example of play shows how the game flows and how decisions can influence the game. It is admittedly short and will only cover the Pre-Game Invasion Phase and the first turn of activation for Dog Company, but there should enough here to get you jumpstarted. In order to identify the Ranger units more easily, I will refer to them by their associated LCA number (for example, the leftmost column in Dog Company is *LCA 860*, so that Ranger unit will simply be referred to as *860*).

The game has started and Operation Flashlamp resulted in two “Incoming Fire!” markers being placed on the two German MG positions on the cliff tops in Dog Company Zone. Per the standard procedures, before play begins you immediately reveal one marker from each space along the Clifftop Row and apply its effects. The MG unit on the left suffers no ill effect as the revealed marker is a “Miss”. However, the MG unit on the right side of the company gets a “Pin*” result. This means the MG unit is Pinned and because it is a Critical Hit, the cliff collapses in this sector and results in a “Firm Hold” marker being placed in the Cliffside space.

The player now conducts the Pre-Game Invasion Approach. He rolls all four Movement Dice and assigns one die to each of the four units in Dog Company. He gives the Green Die (1 Hit/Advance 1) to *LCA 860*; the Red Die (Shaken) to *LCA 858*; the Black Die (1 Hit/Advance 3) to the *Support* LCA; and the Yellow Die (Advance 1/German Event) to *LCA 868*. So the *860* unit is reduced to a “9” SP and moved up 3 Sea spaces; the *858* unit moves only 1 Sea space and is given a “Shaken” marker; the *Support* unit is reduced to “5” SP and lands on the Beach space (the LCA would normally attempt to fire its J-Projector, but there is already a “Firm Hold” marker deployed from the cliff collapse); and the *868* unit moves up 3 Sea spaces (the German Event result is ignored during this phase). The *Support* LCA counter is removed from the game as its unit has landed on the beach.



Next, the player begins his regular turn and chooses to start with Dog Company. He can activate these four units in any order desired and since he wants to get the *868* unit up the cliff and into a supporting position adjacent to the right-hand MG nest, he elects to activate this unit first. He rolls the Green Movement Die first and gets a “Draw Card” result. He then draws the top Event Card and it’s the “2 Time Incre-

ments” card. He moves the “Time Increment” marker up two spaces and decides to Press Forward. The next die rolled is the Yellow Die and the result is “1 Hit/Advance 1” (Note that you may roll the colored dice in any order. For example, if you wish, you could begin with the black die.). The Ranger unit is flipped to its “9” side and then moves one space up onto the Beach space. The LCA is allowed a J-Projector launch before it is removed and the roll scores a “10”, which is a “Shaky Hold” result. The player places a “Shaky Hold” marker on the cliffside area and the LCA counter is taken off the map. Feeling lucky, the player continues to Press Forward and rolls the Red Die. He rolls a very safe “Advance 1/Ranger Chit” result. Since the unit is faced with a shaky hold, it will need two Advance results to climb the cliff. The player, therefore, decides to save one Advance, turning the die 45 degrees as a reminder that 1 Advance is saved for the next movement die roll. He then draws an Event Chit from the cup and consults the yellow (Ranger) side of the chit. It says “Rangers Forward! – Dog Company”, so the player decides to help advance the rather slow-started *LCA 858* and moves it two Sea spaces forward. Though this can get confusing, as this event affected a unit that is not currently active, the player remembered to place the “Currently Active Unit” marker near the *868* unit so he knew to return to it. Because the unit is on a Beach space, he may not choose to Consolidate it (units can only Consolidate after they reach the clifftop space). So he rolls the Black Die, prays a bit, and gets a wonderful “Advance 2/German Event” result. So, in this case, he splits the Advance result since he had saved one Advance from the previous die. He uses the first Advance to add to the previously saved Advance and has the 2 Advance requirement to climb the shaky hold. He moves the unit forward to the Cliff Top space, removes the “Shaky Hold” marker and immediately brings up the unit’s “Rally Point” marker. He has one more Advance result left, and this is an opportunity to help the *Support* unit in the adjacent column by issuing some Hasty Fire at the German MG unit. This costs the final Advance result and the player then rolls 5 Combat Dice (the unit has an SP of “9” and you roll half the SP in dice, rounded up). He gets a 2, 2, 4, 5 and 6, which is two successes. He randomly draws two hidden “Incoming Fire” markers and places them on the German MG unit (which now has a total of three such markers on it). The *868* unit has rolled all four Movement Dice without a Stop Activation result of any kind and thus has completed an Exhausted Activation. If it was Shaken, the player could have removed the “Shaken” marker. But the unit is simply done with its turn and its “Rally Point” marker is flipped over to “Activated”.



The player elects to activate the 858 unit next (which is still on its LCA). He rolls the Green Die and scores a "1 Hit /Advance 1" result. He first flips the Ranger unit from its "10" SP side to its "9" SP side and then moves it onto the Beach space. The J-Projector launch yields a "3" and thus no effect and the LCA is then removed from the map. He decides to Press Forward and he rolls the Yellow Die, getting an "Advance 1/German Chit" result. Because there is not a hold marker in front of the unit, the player decides to use the 1 Advance to make a Grappling Hook attempt. He rolls an "11" and achieves a "Firm Hold", placing the appropriate marker on the cliffside. He then dips into the Event Chit cup and draws a counter, consulting the gray German side. The chit result is "German Patrols vs. Dog Company" and the most advanced Ranger is 868, which has an open space in front of it. The player randomly draws a German Grenadier unit and it's a "4" SP unit, which he places in front of the 868 Ranger unit. Again, the unit must continue rolling as they cannot Consolidate on a beach, and the player rolls the Red Die, getting "Advance 2/German Chit" result. Since there's a Firm Hold in front of the unit, it will only take one Advance result to get up the cliff and the unit is moved to the Cliff Top space, followed by its "Rally Point" marker. The "Firm Hold" marker is discarded, and the unit uses its second Advance result to move one space forward (Note that the "Rally Point" marker must remain in the Cliff Top space – it does not move with the unit). The downside is that another German Chit needs to be drawn and wouldn't you know it... another chit versus Dog Company! It's almost like we planned this stuff. This time it's the "Assault vs. Dog Company" chit and this could be trouble. The Grenadier patrol that just popped up is now advancing to close combat! The Grenadier unit is moved into the space occupied by Ranger unit 868 and a Close Combat is fought. The German unit gets two Combat Dice (half of its "4" SP) and the Ranger unit gets five Combat Dice (half, rounded up, of its "9" SP). The German dice yield a "5" and a "6", which is $1\frac{1}{2}$ Hits rounded to 1 Hit. The Rangers roll only a 1, 2, 2, 3 and 4. The Ranger unit is replaced with an "8" SP unit from the Dog Company pool to record the one Hit against it. Since both units survived, the player must check who rolled the most Morale Loss results against the opponent. The German unit did not roll any and the Rangers rolled one, so the Germans must retreat one space and thus they go back to the space from where they started the attack.

The player then resumes the activation of Ranger unit 858. He decides to take a chance and rather than Consolidate he chooses to Press Forward and roll the Black Die. Luckily, he gets a "Variable Hits/Advance 2" result. Because the unit is one space away from his Rally Point, it suffers only one Hit and is replaced by an "8" SP counter. If it had been further away, for example three spaces, and still within two spaces of an un-Pinned German MG unit of at least 1 SP, the unit would have suffered three Hits! The unit has two Advance results to spend and decides to issue Hasty Fire at the adjacent HKA unit with one of them. The player rolls four Combat Dice but only gets 2, 4, 4 and 3 no Hits. With the second Advance, he chooses to do a Recon-in-Force action against the MG unit in the *Support* Ranger's column. This action will reveal all three "Incoming Fire" markers on the German unit and immediately applies their effects. The markers are flipped and show a "Miss", a "1 Hit" and a "Pin". The markers are placed back into the marker pool and the German MG unit is flipped over to its "2/1" SP side (for the one Hit) and it remains Pinned (duplicate "Pinned" results have no additional effect). This ends the unit's activation. Because it rolled all four Movement Dice without a Stop Activation, this is an Exhausted Activation and it can remove its "Shaken" marker for free. The player then flips over the "Rally Point" marker in the Cliff Top space to its "Activated" side and the units is done for this turn.



Next, the player activates the 860 unit in the leftmost column. He rolls the Green Die and gets an "Advance 1/Ranger Chit", landing the unit at the Beach space and rolling only a "5" for the J-Projector Launch, which produces no results. The LCA counter is removed and the player then draws an Event Chit and the Ranger event is "Force B & C Reinforcements – Player's Choice". This event has no effect as the player has not yet spent a Consolidate action to establish Rudder's HQ. He then must roll another die (again, no Consolidation on the beach) and the Yellow Die yields an "Advance 1/German Chit.". With the one Advance he decides to make a Grappling Attempt and rolls another "5", which places only a "Shaky Hold" marker on the cliff. He goes into the cup again and this time has to draw a German event. The drawn chit is the "Hitler's Buzz Saw vs. Dog Company" event. Both German MG units facing Dog Company will conduct Sweeping MG Fire, which uses the Open Fire procedure against eligible Ranger units not only in their own Column, but also against eligible Ranger units in both adjacent columns! Thankfully, the suppressive effect of all the "Incoming Fire" markers will probably save the Rangers this time.

The MG unit in the 860 Rangers column fires at them and has 5 SP, but loses 1 SP due to the "Incoming Fire" marker. So "4" SP generates two Combat Dice, which is reduced by one die due to the range of one space. Therefore, the player rolls one German Combat Die on the Open Fire Table and rolls a "4", which Pins the 860 unit. He puts a "Pinned" marker on that unit. This MG unit has the same shot at the 858 Ranger unit and rolls a "5", which also places a "Pinned" marker on that unit (because the fire is MG fire). As this MG has no other shots, the player resolves the other MG's fire. This German unit has three Ranger units as eligible targets – the 858, 868 and *Support* units. But because of the total "-3 SP" effect of the "Incoming Fire" markers, its net SP is "2", which is only 1 Combat Die. Because all eligible targets are at least one space away, the MG will have no net Combat Dice to throw. So there is no further fire issued by this event.

Pressing Forward, the player rolls the Red Die and it comes up "Stop Activation/Draw Card". This is not good, so he decides to use the attached "Slater" Commander chit and flips it to its "Used" side. He then re-rolls the Red Die and gets a "Shaken" result. He must now give the unit a "Shaken" marker (which can co-exist with its "Pinned" marker). Since he can't Consolidate, he reluctantly rolls the Black Die and, of course, rolls the "Rout" result. The unit is on a Beach space and already Shaken, so it gets 1 Hit (replacing it with an "8" SP counter), keeps its "Shaken" marker and must Stop Activation. Despite rolling all four Movement Dice, it may not use the Exhausted

Activation benefit and is still Shaken, because the last result included a Stop Activation. The player flips the Rally Point marker (which is still located at the "Start" space) over to its "Activated" side and the *860* unit is done.



Finally, the player has one unit remaining to activate and rolls the Green Die for the *Support* unit, which is currently hunkered down on the beach. It's not a great beginning as the die shows the "Draw Card" result and the player draws the next Event Card, which is a "German Counterattack 3 spaces/2 spaces". He checks the *Command Bunker* space's status and it is still under German control, so he has to move the "1st German Counterattack" marker three spaces along the German Counterattack Track. That will be something to worry about in the near future. The Yellow Die is a bit more positive with an "Advance 1/German Chit" result and not wasting any time, the player moves the *Support* unit into the MG space (which it can do because of the "Firm Hold" marker) for a Close Combat.

The Ranger unit gets five Combat Dice – three dice from its SP (which is half of "5" SP, rounded up), one die from Attack Support (from the *858* and *868* units) and another die for Defender Flanked (the *858* unit is behind the German unit being attacked). The German MG unit will earn only two Combat Dice – one die for its SP, plus one die because the attacker crossed the cliffside, plus another die for Defender Support (from the HKA and Grenadiers) but less one die because the unit is Pinned.

The Ranger unit rolls 1, 2, 3, 3 and 6 for a total of only 1 Hit on the Germans. The German unit rolls a pair of 5's, which also yields 1 Hit (two half-Hit results). The *Support* unit is replaced by a "4" SP counter for its one hit incurred and the German MG is eliminated (since it was already on its reduced-SP side). The player earns 1 VP for a small bag of POWs (as they were on their smaller side) and also immediately brings up his "Rally Point" marker to the Cliff Top space.

The player is feeling confident now and with all those other Ranger units in the area he decides to keep going. He rolls the Red Die and gets a "Variable Hits/Advance 2" result. Again, only one Hit is inflicted because he's with his Rally Point and the Ranger unit is flipped to its "3" SP side. He needs both Advance results to move into the German HKA unit's space because the Gun Emplacement is Prepared Defensive Terrain and requires an extra Advance to cross. He moves the Rangers in (leaving the "Supplies" marker behind) and another Close Combat is underway!

The *Support* unit is 3 SP, which is two Combat Dice to start. This is increased to three dice because of the Attacker Support again (but note that the defender is no longer flanked). The HKA unit has "2" SP, which produces one Combat Die plus it gets another for being in Prepared Defensive Terrain and a third die for Defender Support.

The Rangers roll 2, 4 and 4 while the Germans roll 1, 4 and 6. The Rangers take another Hit and are replaced with a "2" SP counter. The Germans suffer no damage. Seeing that both units are still alive, the player checks the Morale Loss situation. The Rangers inflicted two Morale Loss results to just the one for the Germans, so the HKA unit loses its nerve and has to retreat one. The Rangers win the hard-fought melee and may now flip over the two "Possible Guns Located?" markers there to see what they've found. One is a "Gun Found!" marker and earns the player 10 VP. Unfortunately, those devious Wehrmacht soldiers left a booby trap behind and inflict yet another hit on the decimated Support unit! It is flipped to its "1" SP side and desperately needs to regroup.

The player opts not to roll the Black Die (smart move!) and instead Consolidates the *Support* unit. He decides to bring up the Rally Point marker to the unit's current position and then flips it to its "Activated" side. This ends Dog Company's the first turn.



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RESIDENT RONALD REAGAN'S SPEECH AT POINTE DU HOC, FRANCE, JUNE 6, 1984

We're here to mark that day in history when the Allied peoples joined in battle to reclaim this continent to liberty. For four long years, much of Europe had been under a terrible shadow. Free nations had fallen, Jews cried out in the camps, millions cried out for liberation. Europe was enslaved, and the world prayed for its rescue. Here in Normandy the rescue began. Here the Allies stood and fought against tyranny in a giant undertaking unparalleled in human history.

We stand on a lonely, windswept point on the northern shore of France. The air is soft, but forty years ago at this moment, the air was dense with smoke and the cries of men, and the air was filled with the crack of rifle fire and the roar of cannon. At dawn, on the morning of the 6th of June 1944, 225 Rangers jumped off the British landing craft and ran to the bottom of these cliffs. Their mission was one of the most difficult and daring of the invasion: to climb these sheer and desolate cliffs and take out the enemy guns. The Allies had been told that some of the mightiest of these guns were here and they would be trained on the beaches to stop the Allied advance.

The Rangers looked up and saw the enemy soldiers -- at the edge of the cliffs shooting down at them with machine-guns and throwing grenades. And the American Rangers began to climb. They shot rope ladders over the face of

these cliffs and began to pull themselves up. When one Ranger fell, another would take his place. When one rope was cut, a Ranger would grab another and begin his climb again. They climbed, shot back, and held their footing. Soon, one by one, the Rangers pulled themselves over the top, and in seizing the firm land at the top of these cliffs, they began to seize back the continent of Europe. Two hundred and twenty-five came here. After two days of fighting only ninety could still bear arms.

Behind me is a memorial that symbolizes the Ranger daggers that were thrust into the top of these cliffs. And before me are the men who put them there.

These are the boys of Pointe du Hoc. These are the men who took the cliffs. These are the champions who helped free a continent. These are the heroes who helped end a war.

Gentlemen, I look at you and I think of the words of Stephen Spender's poem. You are men who in your 'lives fought for life... and left the vivid air signed with your honor'...

Forty summers have passed since the battle that you fought here. You were young the day you took these cliffs; some of you were hardly more than boys, with the deepest joys of life before you. Yet you risked everything here. Why? Why did you do it? What impelled you to put aside the instinct for self-preservation and risk your lives to take these cliffs? What inspired all the men of the armies that met here? We look at you, and somehow we know the answer. It was faith, and belief; it was loyalty and love.

The men of Normandy had faith that what they were doing was right, faith that they fought for all humanity, faith that a just God would grant them mercy on this beachhead or on the next. It was the deep knowledge -- and pray God we have not lost it -- that there is a profound moral difference between the use of force for liberation and the use of force for conquest. You were here to liberate, not to conquer, and so you and those others did not doubt your cause. And you were right not to doubt.

You all knew that some things are worth dying for. One's country is worth dying for, and democracy is worth dying for, because it's the most deeply honorable form of government ever devised by man. All of you loved liberty. All of you were willing to fight tyranny, and you knew the people of your countries were behind you.



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